

Sierra Newsletter

Volume One No. 2

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Sierra Ships 3-D Helicopter Simulator! Allows Head To Head Competition Over Modem!



Sierra's 3-D Helicopter Simulator fits to, puns, modem support.



Helicopter designer and programmer, Joe Wofford.

Sierra's 3-D Helicopter Simulator, shipping since September, is a real first combination of computerized flight training and realistic action.

The program offers advanced graphics, three-dimensional landscapes with animated objects, modem support, and more.

This is the first flight simulator to feature 16 color graphics in its extended graphics mode. Detailed scenery objects light up the screen in vivid colors.

The 3-D Helicopter Simulator also offers authenticity to scenery areas through animation. Players can watch a drawbridge raise and lower as they cross the harbor, or take a view of the rotating radar dishes that welcome them home to air control.

3-D Helicopter Simulator is the first program to support modems with optional head-to-head simulator competition. Players can worm up against a computer-controlled opponent, then compete with a real-life partner across the room or across the world through modem hook-up. Whether flying in tandem, or engaged in air-to-air warfare, the experience is incredible.

3-D Helicopter Simulator offers features that aren't possible with airplane or jet flight simulators. Players can fly sideways,

backwards, or hover in mid-air. Vertical takeoffs and tricky landings can become second nature with a little practice.

Advanced special effects make the 3-D Helicopter Simulator really special to play. Players can employ fast or slow scan options, to get a full 360 degree view of their surroundings, or they can operate the zoom control for extreme close-ups. With incredible out-of-sight points of view, a player can watch himself fly from different angles and distances. Watch from the ground, an orbiting satellite, or a tracking view from behind your helicopter.

Players can choose from four playing modes: flight, target practice, combat (with computer), or optional dual-player combat. There are numerous scenery files to choose from as well.

Tour your favorite cities with the "Sierra Helicopter" or an Apache attack helicopter. With so many options to choose from, Sierra's 3-D Helicopter Simulator will be an experience you will enjoy for years to come.

Best machine recommendations:

- AT (286) class or higher or a Tandy 1000 TX
- EGA card with RGB monitor
- Hayes compatible modem

Thexder Takes U.S. By Storm

Direct from Japan, where game design is treated as an art form, comes Thexder, a computer action game by which all others will soon be judged. Thexder offers more music, animation, and play value, than you ever thought possible from an arcade game.

Thexder offers a unique, sophisticated arcade challenge. Players are given the chance to pilot an armored robot through multiple

attack scenarios. The battlefields include caves, vast cargo holds, and spaceship interiors. Over 20 different kinds of aliens will do battle with you, and the challenge and music escalates as the game progresses.

In Japan, Thexder is one of the bestselling computer games of all time, with well over one-half million units sold to date! The game

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Sierra Newsletter Contest

We had many entries in the Sierra Newsletter contest. Some of them were so good we just couldn't decide. Since it is your newsletter we thought we would let you pick the best name for the newsletter.

To vote for your favorite name from the list

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EDITORIAL

Making The World Safe



Many people are not aware of it, but copying software and giving it away or selling it is illegal. Or even allowing someone else to copy your software.

The unauthorized duplication and distribution of computer software makes it more expensive for honest people to purchase software. This is because such a large number of people steal software instead of buying it. Software companies are then forced to charge more than they would like for those units they actually do sell.

On the other hand, if software thieves grew bolder and started paying for their disks, software companies would sell much larger volumes of product, and could afford to drop their prices significantly.

Now, perhaps you think that this issue doesn't affect you. Certainly, if you received a copy of this newsletter you have at one time or another paid real money for a Sierra software product.

Perhaps you have never copied a program in your life, for yourself or a friend. Nevertheless, this issue *does* affect you directly — not in your conscience maybe, but in your wallet.

In the interest of starting to do something about the pirate problem, the Software Publishers Association is collecting information on all commercial enterprises and educational institutions that engage in software theft (or whose employees do). This group includes businesses who are using programs illegally (who perhaps have one legitimate copy and a great many more illegal copies of a spreadsheet or word processor in use in the company), or who copy and sell or trade stolen software.

The Association is also interested in collecting information on Bulletin Board Systems which list copyrighted software for duplication, or which encourages and abets its subscribers to engage in piratical activities.

You can help stop this illegal activity by reporting it to Ken Walsh, Executive Director of the SPA. Write to him at the Software Publishers Association, 1101 Connecticut Ave., Suite 901, Washington, D.C. 20036.

The SPA has a fund set aside to investigate complaints, and to shut down illegal activities or even to prosecute the offenders.

If you see pirating going on, and don't wish to be the one to blow the whistle, at least remind those concerned that what they are doing is not only wrong, but likely to get them in trouble. After all, the next person who catches them at it might not be so backward about turning them in. And even if they *never* get caught, by passively acquiescing in their behavior you are making yourself part of the problem instead of part of the solution.

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THE SIERRA NEWSLETTER

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Police Quest Ships

The long-awaited Police Quest is Sierra's trek into the brutal world of vice, drugs and homicide. An adult perspective on the life of a police officer, Police Quest deals not only with the glamorous "Dirty Harry" aspects of the profession, but also with its daily routines.

Designed by former California Highway Patrol Detective Jim Walls (retired after 15 years on the force), Police Quest is based on real police action from his own experiences.

Police Quest puts the player in the role of a police officer in a small middle-American town. The goal: to stop the flood of illegal drugs into the once crime-free community of Lytton.

Players will experience the daily trials and tribulations of a police officer as they handle traffic violations, attend briefings, and experience the frustration of bureaucratic red tape. They'll face life-threatening situations, where the lives of innocent people depend on their sound judgment and quick reflexes.

Police Quest is the most authentic graphic adventure game available for personal computers, a dramatic tale straight from today's headlines!

Players are required to follow police procedures during the course of the action, just as officers must follow them in the real world. A manual explaining police procedures for arrests and other situations is included with the game.

Police Quest is another in Sierra's bestselling collection of 3-D animated adventure games. The game features over 100 city streets and four highways, for some sizzling pursuits.

Insiders at Sierra predict that Police Quest will fall between the family oriented King's Quest and Space Quest games, and the adult Leisure Suit Larry in the Land of the Lounge Lizards. President Ken Williams estimates, "Basically, if parents think a kid is old enough to watch television shows along the lines of Miami Vice, they will probably think this game is O.K. too."

Police Quest will be the first Sierra 3-D adventure to ship completely uncopyrighted. If the experiment is a success, not only will there be a sequel, but Sierra will consider removing the protection completely from existing and future 3-D animated adventure games.

Thexder Takes U.S. By Storm

Continued from previous page

design reflects the refinement and maturity of almost two decades of arcade game development and the colorful animation and hypnotic music will seduce even the most jaded computer owner into playing computer action games once again.

Thexder was created for second generation computers with 16-bit processors and advanced animation and sound. The fine detailing of the artwork fully exploits the increased graphics resolution now available, and the music (which is perfectly choreographed to reflect the action during play) takes full advantage of advanced sound capabilities of today's computers.

Here are some of the early reactions to Thexder:

From James Cho, Los Angeles, CA: "Thexder is the best arcade game on the market today! Thanks for bringing it to the U.S. market."

From Andy Mischenko, Willow, AK: "The graphics and sound of this game are spectacular."

From Matt Rippen, Aurora, NE: "Excellent program. Very challenging."



Thexder - the bestselling action game from Japan

Thexder: If you don't already have it, make sure it's on the list you give to Santa for Christmas! You won't be sorry!

Wrath Of Denethenor A Fantasy Role-Playing Game

Wrath of Denethenor is an animated fantasy role-playing game that rivals the likes of the Ultima series. Wrath of Denethenor is colorful, fast moving, and fun — the perfect game for the first-time fantasy role-player.

Enter the world of Deledain, an imaginary world ravaged by the torments of war. The four lords of Deledain once ruled their kingdoms independently and peacefully, but a small border skirmish mushroomed into the destruction of their four lands. The evil Denethenor rose like a phoenix from the ashes.

The player takes on the character of the most unlikely of heroes, a scoundrel explorer out to pillage the war-torn countryside.

However, with every successful raid on a castle, town and village, the player takes another step closer to his ultimate battle with Denethenor, the prince of evil.

Wrath of Denethenor is the first Sierra game in some time to be made for 64K machines. The game features superior graphics and programming plus an elaborate plot to keep the interest of even the most impatient of adventurers. Animated magic spells and traps provide a visual spectacle while elaborate sound effects round out this creative environment.

The Wrath of Denethenor adventure game is available for Apple and Commodore 64 computers.

Space Quest II - Vohaul's Revenge

Just when you thought it was safe to go back into space, he's back! And he wants revenge! Sludge Vohaul, the demented evil scientist (whose sinister plan was foiled in our first episode) is still seething over his Sarien slip-up.

Madder than a drenched astro chicken (and more determined than ever to rule the universe), Vohaul has devised a new plan. A plan so evil that only one as wickedly sadistic as he could imagine it.

Yes, the worst nightmare ever is about to come knocking on your door -- and it won't take *no* for an answer! It's the invasion of the insurance salesman!

Beat the odds. Conquer insurmountable obstacles. Defy gravity. Cry for help. Flounder your way through more perilous escapades than you can wiggle a space worm at.

Packed with comedy, tragedy, suspense, horror, and many other nouns, Vohaul's Revenge will tickle your funny bone and relieve that heavy feeling in your wallet. Vohaul's Revenge is the truly funny follow-up to the cult classic The Sarien Encounter.

Hint Books Save You Money

Eliminate those expensive calls to Customer Service when you get seriously stuck.

Or, look for things you missed doing after you finish playing the game. (Some of the things these programmers do are pretty wild.)

A special "Invisicue" pen lets you reveal only those solutions you want, without revealing more than you want to know.

Complete game maps are available with each hint book.

Hint books are available for these popular Sierra titles: King's Quest, King's Quest II, King's Quest III, The Black Cauldron, Space Quest I, Space Quest II, and Leisure Suit Larry in the Land of the Lounge Lizards.

Hint books for Police Quest and Space Quest II are expected to be available in late December and early January, respectively.

Sierra hint books are available at a software store near you.

Or you can order direct by sending a check or money order for \$7.95 (shipping and handling free, California residents add appropriate sales tax) to Sierra Sales, P.O. Box 485, Coarsegold, CA 93614.

Phone orders accepted with major credit cards (MasterCard, Visa, American Express) by calling either (800) 344-7448 or (209) 683-6858.

First Unprotected 3-D Adventure

In a bold experiment by Sierra, Police Quest will be the first 3-D adventure to ship completely un-copyprotected. This will allow users to install on their hard disk, or make back-up copies, and not have to return to the original disks even to load the program (previous 3-D adventures have required a key disk during the loading procedure).

Ken Williams explained, "We tried this same kind of thing last year, with Wrath of Demethenor. There seemed to be a lot of people playing it (we were getting lots of players calling Customer Service for hints), but we didn't sell very many. So we figured a lot of people were pinning it, and that the world wasn't mature enough for unprotected game software."

Williams continued, "But Wrath wasn't one of our mainstream products. We wondered if we shouldn't have tried the experiment on one of our 3-D adventure games, like Police Quest."

If the Police Quest experiment is a success (translated, that means, if Police Quest sells as well or better than other Sierra games), not only will there be a sequel, but Sierra will probably remove the protection completely from existing and future 3-D adventure games.

"By rights, Police Quest should be at least as big a seller as any of the other adventure games in the line. It's an excellent game, with a very interesting theme."

"If Police Quest doesn't do as well as expected, we can only assume that people are taking advantage of unprotected disks, to pirate them instead of buying them. In that case, it's back to key disks again."

"We're going to let the market decide what we should do about copy protection," Williams concluded. "It's as simple as that."

Larry Pick-up Line Contest Winners Announced

Entries for the Leisure Suit Larry "Best and Worst Pick-up Line" contest have been reviewed, and winners have been selected. The award for the best pick-up line goes to David Di Bartolomeo, of Merrimac, Massachusetts. Watch out for this guy, girls, he's smooth!

The prize for the worst pick-up line goes to David Teten, of Kentfield, California.

Frankly, David, you had better try for a little more style or you'll never get lucky!

Both Davids will receive the Sierra game of their choice for submitting the winning lines. We would print them here, but this is a family newsletter. But both will undoubtedly figure as a couple of Larry's favorite lines in the rumored sequel, Leisure Suit Larry Goes to Club Med.

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Kraft Premium III is a precision joystick controller for use with IBM PC, XT, AT and compatible systems as well as Apple II, II+, IIe, IIc and the IIs. Premium joysticks feature exclusive MicroTouch mechanisms and patented "center-loc" mode selector for "spring centered or free-floating" operation. FCC approved.



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SPOTLIGHT

Behind The Disk

Jim Walls - Police Quest Designer



Police Quest - Sierra's first real-life 3-D adventure game.

Most people think of the Highway Patrol as cops who lurk on highways looking for speeders and drunk drivers, and who rescue broken down travelers. However, the experience Jim Walls brought to Police Quest was much more than that.

"There's a real element of variety and danger in the job," says Walls, a veteran of 15 years with the California Highway Patrol. "You never know who you might be stopping."

Walls' most recent example of the uncertainty and danger of his job was last January, when he pursued a reckless driver off a freeway ramp and on a high-speed chase. When his quarry finally turned at bay in a dark parking lot, Walls found himself looking down the business end of the man's 357 magnum.

"I couldn't get my seat belt off fast enough to get out of the car, and he got the drop on me," recounts Walls. "He had already shot out my windshield and was coming toward me, I just knew I was going to die. If his car hadn't started rolling just then and distracted his attention, I wouldn't be here today."

"When I first saw this guy, he was pushing the speed limit a little too much. But when I started to follow him, he dropped back to 55. I was getting ready to cut him loose when he veered over two lanes and roared up the off ramp. Then I decided he was probably drunk, and took off after him. At that moment, I had no indication he was in possession of drugs and packing a gun."

Although the criminal escaped that night, he was later apprehended and convicted. But the episode had left its mark on Walls, who discovered he had lost his taste for the job.

"I used to get excited about going to work, and really enjoy the challenge and excitement," he recalled. "But I got to realizing that the only nice people I met in my job were the ones I gave speeding tickets to. Not criminals, just ordinary people who pushed it a little and got caught."

"I decided I didn't want to keep working with low-lives on an everyday basis."

"Then, just when I was wondering what I did want to do for a living, Ken Williams suggested I write a game about police work."

"Everything I put in the game is stuff I personally experienced. The procedures, the



Police Quest designer Jim Walls

patrolling, the investigation, the arrests and the shootouts. The only thing in the game I hadn't done was go undercover. I had friends who did though, and their experiences are included.

"If people like the game, then I'll be glad. Because it represents a real picture of police work. There's a lot of tedious, and a lot of rules we have to follow. If we don't, lives can be lost or arrests can be bungled. But there's a lot of headwork and excitement, too."

While the design of Police Quest is Jim's, he didn't get much into the programming. "I tried to learn, but I don't think I helped much," he admits wryly. Sierra veteran Greg Rowland handled much of the program coding and graphic design, with Al Lowe helping on the programming and Jerry Moore adding a few pictures. "I also tried a little graphic programming, but nothing I did was usable," says Jim.

Police Quest is Sierra's second 3-D animated adventure game to be placed in a present-day setting. The first was Leisure Suit Larry in the Land of the Lounge Lizards, which was released in June. But since "Larry" is based on a "fantasy" night on the town (probably far removed from reality), Police Quest is truly Sierra's first real-life 3-D adventure.

If Police Quest is as well-received as early indicators suggest, Jim will return next year with Police Quest II.

"I'm already thinking about it," promises Walls. "I hope I've learned a lot in the past few months, and will be able to make an even better game next time."

You did pretty well the first time, Jim, especially for a rookie.

Wrath Of Denethenor: A Review

by Charles Don Hall

Reprinted with permission from the
Washington Apple Pi, April 1987.

WRATH OF DENETHENOR (Sierra On-Line, Apple II series, \$24.95) is a fantasy role-playing game in the Ultima tradition. Despite its low price, this is a quality program, spanning both sides of two disks. Sierra priced the program so cheaply at the request of author Christopher Crum, who also requested that the program be released without copy protection. In a press release that was sent to GamesIG, Crum was quoted as having said, "I honestly think Sierra will sell three times as many copies of my game at \$25 as opposed to \$50."

So you know what to do: buy one copy for every member of your family and another for me when across the street that owns the IBM PC (you can watch him go crazy trying to boot it up). Be sure to write to Crum and tell him what a wonderful person he is. (Write care of Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614. If sales are high enough, we might see lots more unprotected, cheap, high-quality software in the future.)

As to the game itself, you play the part of the Standard Fantasy Role-Playing Game Peasant, who, according to prophecy, will gain great power and eventually single-handedly destroy the Standard Fantasy Role-Playing Game Evil Wizard - Denethenor being the wizard. Your quest will take you through the towns and dungeons of the five continents of Deledain.

Each continent is a quest in itself. You must first find a town where you can buy food. You next need to find a boat. Usually, only one town will have boats, and this town can be tricky to get to. It may be on an island, or surrounded by mountains, and you'll need to find a magic gateway or a tunnel-dungeon to get you past the barrier. In the meantime, you can kill monsters for gold, and talk to townspeople for information. Eventually, you'll be able to find the magic gate that leads to the next continent, where the whole process starts all over again.

Overall, the game is not too difficult. I finished it in about three weeks of playing time. While experienced gamers will enjoy it, Crum wrote the program specifically for novice gamers, to give them an alternative to dealing with the complicated combat and magic systems and multiple character parties of most of the recent role-playing games.

The magic system is rather unusual. There are only 10 spells, but you'll need almost all of them to finish the game. You learn spells by talking to townspeople, who will give the names of the spells and hints as to what they do. You have to experiment to figure out exactly how the spells work. If you're in a bad mood, you can start stealing from townspeople.

Continued on next page

Sierra First To Support Games In Color For The Macintosh II

A version of Leisure Suit Larry in the Land of the Lounge Lizards for the Macintosh, to ship in December, will be the first Sierra game to support color on the Macintosh II (the only Macintosh to support color).

The same version of the game will also

work on the Macintosh 512K, Plus, and SE.

Sierra plans on converting all Macintosh 3-D adventure games to support color on the Mac II. Color versions of these adventures will be available in early 1988.

The only sad note is that you have to be very careful whom you kill. Anyone you kill is forever dead. So if you kill all the merchants in the restaurant, you'll never be able to buy food in that town again. Also, when you kill someone, a warrant is put out for your arrest (in that town only). When you return, hours or days later, the guards will immediately attack you. Eventually, the warrant runs out, and the guards forget you. I'm not sure how long you have to wait, so take my advice: choke back your rage until you're *positive* that you've talked to everyone in town and bought everything you want. And don't forget to run by that tavern where everyone snubbed you until you bought a round for the house. There, isn't that more fun than trying to become an Avatar in Ultima IV?

My biggest complaint with the game is the "day-night cycle." Time slowly passes in the game, and the sun rises and sets. When the sun goes down, you can't see very far in any direction, and most stores close until the next morning. Casting a light spell helps a little, but



Wrath of Demethenor

you still can't see very far. You can't get much accomplished exploring the surface. Your best bet is to find a dungeon and explore it, since that's going to be dark anyway. But dungeons are fairly small, and after you're through with them, you're reduced to going to the outskirts of town and waiting until morning — not a total loss, since you'll slowly gain hit points. I developed an interesting strategy for handling nights. I'd haul out a paperback and start reading, with the volume on my computer turned up so I could hear if I was being attacked by a wandering monster. The "day-night" cycle is an interesting idea, but can get irritating fast. (Those of you that were at the August '86 WAP meeting heard Lord British announce that Ultima V will also have a day-night cycle. Growl, matter.)

The game also drags a little towards the middle. It's well worth waiting for the ending, though. I especially enjoyed the last continent. After fighting my way through a vast horde of monsters, I finally reached Castle Demethenor, home of the evil wizard. Not only were there no monsters there, but the townspeople were the friendliest I'd seen. Demethenor was holding open court, and I just wandered up and talked to him. He was friendly, too. A lot of the townspeople were saying, "The other Lords of Deledain are just jealous," and I started to find myself agreeing. Needless to say, the game doesn't end there.

The grand finale is a masterpiece of programming. After it was all over, I reheated it and played the ending again, this time with the volume turned *all the way up*. Very

satisfying. Later, I was shocked to realize that this seemed to be the only fantasy role-playing game ever written that didn't end with the promise of a sequel. It's there, though. After you've won the game and the closing credits have rolled, you have to wait for about a minute. You'll see the program drop a hint about a sequel.

Historical note: Beta-testers for this game included GameSIG Chairman Emeritus Ron Wartow and GameSIG member Dave Granite. Ron's name appears in the acknowledgements in the documentation. If you come to a GameSIG meeting and plead on bended knee, they might consent to autograph your package.

Bottom line: If this game were priced at, say, \$50 — which is pretty much the going rate for a game of this size — I'd give it an 8 out of 10. Since it's priced at half that, and isn't copy-protected, though, it easily earns a 10 out of 10. This one should be on everybody's must-buy list.

Sierra Courts Computer User Groups

Sierra is on the lookout for computer user groups! "There are probably several thousand of these groups across the country," a Sierra executive estimates. "We want to build a strong relationship with the folks in these influential groups."

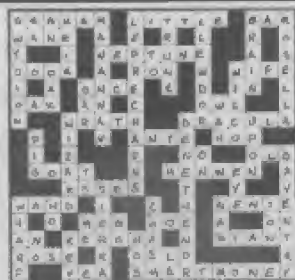
Sierra is offering demonstration disks and valuable coupons as incentives to encourage clubs to join the Sierra user group network. If you belong to a computer user group, encourage a representative of the group to call or write Annette Childs, Consumer Marketing Manager.

Sierra Draws Visitors Worldwide

When Sierra fans visit California, they often put Sierra On-Line on their list of places to go. Since Sierra is just a few minutes away from Yosemite National Park, it's not far off the beaten path for tourists.

Sierra welcomes visitors from 8 a.m. to 5 p.m., Monday through Friday. Customers who want a tour of the facility are urged to call ahead of time and arrange a date beforehand with Customer Service. Best times are from 8 a.m. to 12 noon, Tuesday through Friday.

Recently, Sierra has attracted visitors from Sweden, West Germany, Japan and Australia, as well as from all over these United States. As you can see, Sierra fans are everywhere!



Solution to last issue's crossword puzzle

Collector's Alert!

Some owners of Space Quest - Chapter One may have a collector's item on their hands.

The currently shipping Space Quest box has a picture on the back of authors Scott Murphy and Mark Crowe, posing in front of Yosemite's Half Dome. However, if you will note, Half Dome is backwards! (Just compare it with the Sierra logo, which is a representation of Half Dome.)

Sierra artists will soon be redesigning a new Space Quest box, so supplies of this unusual representation are rather limited.

New Versions of IBM HomeWord and Speller Released

In response to requests from software dealers and consumers, Sierra has just this month released new versions of HomeWord Plus Word Processor and Speller. The new versions are available in both 5.25" and 3.5" formats, and are compatible with more hard disks than before. The new disks also correct several problems identified in earlier versions of the program.

Current owners of HomeWord Plus may upgrade to the new disks by sending their old original disks (remember, you can make backups so you needn't be without your program for even one day) and a check for \$10.00 (California residents add 6% sales tax), to Sierra.

Current owners of HomeWord (not Plus) may upgrade to the new version of HomeWord Plus by sending any proof of ownership (a page from the manual is recommended, not disks, since we don't want you to be without your program during the 3-4 weeks it will take to process and ship your order) and a check for the upgrade price of \$35.00 (California residents add 6% sales tax), to Sierra. The upgrade package you will receive includes a word processor and a speller disk, and complete documentation for the program including a new Advanced Features manual. Please specify if you want 3.5" disks.

POLICE QUEST

In Pursuit of the Death Angel

An action-packed thriller in the tradition of your favorite detective shows! MS-DOS and Atari ST already shipping.

SCHEDULED RELEASE DATES

December:	Amiga
January:	Apple IIGS
February:	Macintosh
March:	Apple IIe/IIc

Update Versions Of Current Sierra Titles

Sierra customers who would like to update to the current version of a product *must* send their original disk(s) with \$5.00 (\$10.00 for 3 1/2" disks) for every product upgraded (California residents add 6% sales tax) to Sierra. (Please note that a HomeWord owner may not upgrade to HomeWord Plus, which is a different product, but must purchase the HomeWord owner's HomeWord Plus upgrade for \$35.00.)

Macintosh

King's Quest 2.0C
King's Quest II 2.0R
King's Quest III 2.0
Space Quest 1.5D

Apple II

The Black Cauldron 1.0H
HomeWord Plus 2.1A
Smart Money 1.2

Atari ST

King's Quest II 1.0
King's Quest III 1.02
Space Quest 1.1A
Leisure Suit Larry 1.04
Donald Duck's Playground 1.0A

IBM/Tandy

King's Quest I 2.0F
King's Quest II 2.2
King's Quest III 2.0
Space Quest 2.2
The Black Cauldron 2.0
Smart Money 1.4
HomeWord Plus 3.0

PS/2 Adventures Ship

Proud owners of the PS/2 Model 25 or Model 30 have been disappointed to learn that the best graphic display they could get with their MCGA hardware on Sierra's 3-D animated adventures was CGA. (Of course, other models, with EGA configurations, have had no problems.)

Well, take heart! As of this month, Sierra is now shipping MCGA-supporting versions of the King's Quest trilogy, The Black Cauldron, Space Quest I and II, Leisure Suit Larry, and Police Quest.

Owners of the earlier versions may upgrade to the newest version by sending their current disks and a check for \$5.00 to Sierra Customer Service.

Smart Money Version 1.2 Now Available For Apple

Once again demonstrating that nothing is so good that it can't be improved, Sierra has announced the release of Smart Money version 1.2 for Apple IIe/IIc/IIgs.

The new version is designed to correct problems experienced by a limited number of users, mostly IIGS users with 3.5" drives. However, the upgrade is being mailed, free of charge, to *all* registered Smart Money owners. Use of the new version is strongly recommended, even by those who have not experienced any problems.

Smart Money owners who have not received the upgrade are reminded to send in their warranty registration cards, since this is the only way to receive the free upgrades.

Smart Money - The Comprehensive Financial Manager

Smart Money combines a full range of financial management features with ease of use. Although the program employs the widely used double-entry accounting method, users don't actually have to know anything about accounting to keep perfect track of financial records.

Menus eliminate the necessity for memorizing commands in this easy to learn, easy to use program.

Suitable for both personal and small business accounting, Smart Money supports optional hardware such as Hard Disk and popular RAM cards.

Smart Money tracks assets, liabilities, income and expenses, for up to 200 accounts that calculate net worth.

The program records all money spent, including cash, check and credit card transactions. It stores up to 2,000 (Apple) or 3,000 (IBM) transactions on a single data disk (it also allows data storage on more than one disk).

Smart Money lets users set up transactions performed on a regular basis as "automatic" transactions, reminding the user when it's time to execute them.

The program helps construct budgets, and measures projected disbursements against actuals to see how well the user is living up to the budget created. It also prints graphs that compare actual and budgeted amounts with data from the previous year.

Smart Money balances checking and credit card transactions against monthly bank statements. It prints a detailed reconciliation statement, or a brief reconciliation summary.

Smart Money calculates the declining balance on a loan, or projects the future value of an annuity account. It prints amortized schedules for loans, annuities, and savings accounts.

Smart Money performs investment analyses for stocks, commodities, real property, etc.

The program prints a profit and loss statement, a balance sheet, a chart of accounts, a budgets report, an actuals vs. budgets report, and a transaction journal.

The program also prints checks, which can be customized with the user's name, address, even company logo.

Smart Money is presently in use in over 15,000 homes and small businesses. Users seem to be very pleased with the program, as is evidenced by the very complimentary letters received by Sierra, and by the large number of people who tell Customer Service representatives that they purchased the program after a friend's recommendation.

Calling All Smart Money Users

Sierra's Marketing Department is planning a promotion for Smart Money, and we want you to be a part of it.

Just send us your Smart Money stories: what you like best about it, why you switched from another program to Smart Money, what interesting things you are doing with it.

If we use any of your stories or quotes in our promotional materials, we will send you a Sierra product of your choice.

Remember, the more people we convert into satisfied Smart Money users like yourselves, the more opportunity we have to make upgrades to the program!

Current Sierra Bestsellers

(September-October 1987)

1. Theader
2. King's Quest III
3. 3-D Helicopter Simulator
4. Space Quest
5. Leisure Suit Larry in the Land of the Lounge Lizards
6. The Black Cauldron
7. King's Quest I
8. King's Quest II
9. Police Quest
10. Smart Money

Free Sierra T-Shirts

Now you can wear your favorite software company on your chest! With any Sierra purchase of \$35 or more, you can get one Sierra T-shirt, *free!*

To receive the free shirt, Sierra customers *must* specify in the appropriate blank on the order form, or ask when ordering (if by phone). Please remember to specify size (adult S, M, L, or XL).

If a Sierra product is purchased through a store, the customer may send in the original dated sales receipt with a request for a shirt.

This promotion is good only for products purchased between Oct. 1, 1987 and May 30, 1988. Offer good while supplies last.

Apple Graphics Book

Hundreds of you responded to the announcement in our last newsletter, on the availability of Ken Williams' book "Apple II Computer Graphics."

To order, send a check for \$7.00 (full suggested retail). As an added bonus, we will pay shipping and handling. Checks received after inventory is exhausted will be returned un cashed.

Space Quest and "Larry" Ship For Apple IIe/IIc

At long last, Space Quest and Leisure Suit Larry in the Land of the Lounge Lizards are out for Apple IIe (128K) and IIc computers.

Sierra adventure fans have been waiting for Space Quest for Apple computers since it shipped in October of 1986!

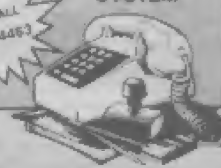
And, although Apple players have been waiting for "Larry" only since June, the program's enormous popularity has made users just as impatient for the Apple version's release.

Apple King's Quest fans are still waiting for King's Quest III for their computers. Programmers' most recent projections put the IIe/IIc version ready for shipment in January of 1988.

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Smart Money: A Personal Note From The President

Hello. The following is a personal letter from me to you about my experiences using Smart Money. In it, I hope to provide you with a brief background of Smart Money's evolution and to provide you with some practical techniques I've developed which have helped me to better exploit it.

Origins of Smart Money

I have extremely complex personal finances. I own several houses (both residence and rental property), have several different kinds of investments and use several different checking accounts and credit cards to pay for my sins. It is unlikely that your demands of a personal finance product are any tougher than mine.

One of the pleasurable things about owning a software company is that when I want a particular piece of software that is not commercially available, I can have it developed. It's sort of like having a magic lamp with a resident software genie.

I have been using a computer to track my personal finances for over 12 years now and had some very definite goals in mind when I commissioned Smart Money development. I have attempted to do my bookkeeping on every best selling commercial product. All failed, mostly in their reporting capabilities, especially in the ability to produce sorted reports, e.g., give me a list of all checks I wrote this year for more than 50 dollars sorted by Payee.

You can't imagine how nice it is now to reach the end of a year, and within minutes produce a listing of all your expenditures grouped by expense category! Regardless of whether you paid by check, credit card or even cash. Tax return preparation quits being a chore.

Smart Money was built for performance first, then we added a simple user interface. It is important to recognize this when using Smart Money -- simpler products may exist, however, I doubt that you will find another personal finance product on the market which can do more for you.

Unless you have a particular need to feel pain, do not jump ahead in the manual to try Automatic Transactions, Budgeting or Checkbook Balancing, until you are somewhat comfortable with your list of accounts and have entered a lot of transactions. I am not saying that bike riding would be fun if you couldn't go anywhere, just that one should find a nice level parking lot before hitting the pavement.

Summary: It takes time and experience to convert to doing your personal accounting on a computer, but ultimately it will save you time and help you better conserve, track and invest your money. It is better to start with a simple chart of accounts, no budgets and no Automatic Transactions and to take advantage of more of Smart Money as you feel comfortable.

Expense Reports

Expense reports are a fact of corporate life. Until I started using Smart Money, I probably wound up being reimbursed for only half of my out-of-pocket expenses. Smart Money does not prepare expense reports for you. However, it does help you prepare to write your report and keep track of how much cash

you would have if you turned in your report.

Everybody is different, but here is how I handle it. Perhaps you'll get some ideas on how you can use Smart Money to simplify this difficult process from my experiences.

I set up the following Asset accounts:

Company Expense
Personal
Corporate

The account "Company Expense" is a summary account which contains the detail accounts "Personal" and "Corporate." I occasionally pay for business expenses using cash or my personal charge card. Whenever possible, I use my company card. As you enter individual transactions it is important to identify which ones are on a company card and which ones require reimbursement. When you enter these transactions, specify "Personal" as the distribution account when paying with cash or personal credit card. Use "Corporate" when paying with the company card.

Whenever I do something which is a company expense, I just write on the back of the receipt what the expense was for. I keep a separate sheet of paper in my wallet on which I record the kinds of expenses that you don't get a receipt for: cheap cab rides, doormen, etc. Once a week I enter these into the computer. All those expenses reimbursable by the company go into a separate envelope for inclusion with my expense report. I use the memo field on transaction entry to indicate the cause of the company expense (either the customer entertained or the type of expense).

At the end of each month, run three transaction reports:

1. Print transactions for the current month for the account "Personal."
2. Print transactions for the current month for the account "Corporate."
3. Print transactions for the current month for the account "Company Expense."

The first report will show you what the company owes you. The second, what you charged on the company card, and the last gives a complete total of company expenses.

To really polish your report, try sorting the third report on the memo field. You'll suddenly find out how much you've been spending entertaining each client. This makes a nice report to run at year end.

There is a better than 50-50 chance that if you attach your company's expense report form to the above report along with an envelope containing the various receipts, your work will be over! Just write on the form the magic phrase "SEE ATTACHED" boldly, preferably big and diagonally across the form. Transfer the relevant subtotals to the face of the form, and go do some real work. Everyone wants to believe a computer!

Reconciliations

You should reconcile not only your checking account, but also every credit card statement you get. Nothing about Smart Money requires you to, you'd just be crazy not to. I have been doing reconciliations for years now, and almost never go beyond the statement to look at the checks I wrote. Get used to not looking at the checks. Think about it, do the credit card companies ever send you copies of your credit card charges? Nope, they

leave you to fend for yourself at reconciliation time.

I have found that at least two-thirds of the time I spend using Smart Money is in reconciliation. On an ongoing basis this is the part of the program that will drive you crazy. We spent an enormous amount of time trying to simplify the process and you have to believe me that it's as simple as it can be and still handle everything from checkbooks to credit cards and beyond. After months of using Smart Money you will grow to recognize the importance of being careful when you enter amounts not to transpose digits. I recommend doing the following before doing a reconciliation:

- Save your file -- if something goes wrong during reconciliation, just get the file again and you can start fresh.
- Enter all the unentered checks and credit card receipts. It is a nuisance to realize you haven't keyed something in yet that is on the statement.
- Look at the statement for all the miscellaneous charges and enter them before starting reconciliation. For instance, interest on credit cards or bounced check charges (don't ask how I know about these). These will always throw you out of balance.
- Only reconcile one statement at a time --then save the file. Never try to reconcile two credit cards at once.
- When entering Automatic Teller Machine (ATM) transactions, look to see if there's an identifying code that will print on your checking account statement. Enter the numeric portion of this as if it were a check number. It will help you reconcile later.
- Use pre-printed checks for all your recurring payments, such as rent, car payments, utility bills, etc. Set up automatic transactions for all this stuff and do a check run once a month. Computer printed checks always reconcile and always get sent to the right address. Paying bills takes half the time it would otherwise and so does reconciliation. Another added bonus is that more transactions will fit on a disk. Life gets easier all the way around.
- When you order your preprinted checks, get them printed with numbers dramatically different than your handwritten checks. In reconciliation you can tell right away whether or not a check might be wrong, and you never confuse a computer printed check with a handwritten one. I had them number my computer printed checks starting at 5000.

Reconciliation can be done with one person, but it goes 10 times faster if you can drag in your spouse, friend or offspring. Have one person read from the statement and the other work the computer.

Under Mark Reconciled Transactions there is a choice you can make about displaying either "ALL TRANSACTIONS" or "ONLY UNCLEARED TRANSACTIONS." I find it easier to choose the option for the "uncleared transactions." What this does is to display only those transactions which haven't appeared on a statement yet. Once you have done this it will display all the uncleared transactions. You are only interested in the oldest ones so move the cursor to the top of the list.

(Of course, if you regularly goof and mark transactions that haven't actually cleared, you'll have to go to "ALL TRANSACTIONS" to unclear it. To save a lot of bouncing around, you might just want to stay with that list.)

Now what you need to do is to match the transactions highlighted on screen to those on

Continued on next page

A Personal Note From The President

Continued from previous page

the statement. I have found it better to have the person on the computer tell the check number to the person holding the statement (if doing credit card statement reconciliation, the computer person can say the amount of the transaction). The person holding the statement should scan it, find the corresponding line item and then echo back some further identifying information (the amount). If the amount echoed back is incorrect, figure out what went wrong.

If you originally erred when you entered the transaction, just circle it on the statement and come back to it later. Once you agree that you have the cursor positioned on a transaction which is also on the statement, put an X next to it on the statement and press Enter. The transaction will disappear!

You are finished when either all the transactions on the statement are X'd or it becomes apparent that you've X'd all that are there to be X'd. Those that are left unX'd on the statement must be charges for which you lost the receipt or didn't key into the computer. Go enter those now, and fix any that you identified as being entered incorrectly. Then come back and mark them as reconciled. If you have any incredibly old transactions showing up on the list as unreconciled (more than two months old), you may want to consider deleting them -- it's not your fault the gas station forgot you bought gas.

Now that you've X'd everything and think you've done things right, let's see if the computer agrees. Go into reconciliation summary. If the balance the computer shows is off from the balance you show, then you've got a problem. Here are the four most likely causes:

1. Your starting balance was wrong -- you didn't reconcile last month so there's no way you can this month.
2. Not everything on the statement was X'd.
3. You entered a transaction wrong into the computer.
4. You accidentally marked a transaction cleared that wasn't.

That's it. If you check items 1, 2, 3 and 4 you will come into balance. Item 1 is the toughest. If you began this month without reconciling last month, forget it. Always, always and always reconcile every month -- don't get behind. If you did this, try to fight your way through but I suggest just "putting" in the correct account balance (see next column) using Edit Accounts. All that will happen is that you won't know why you're out of balance for one month, since you've already looked at each line item on the statement and would have noticed any transactions you didn't do, no harm will be done. I won't tell if you won't.

If you suspect problem 2, cross your fingers and kiss the ground. This is the easiest possible problem to reconcile. Just study the statement, look for what you forgot to reconcile and reconcile it. If this doesn't work, prepare to work a little.

If you suspect problem 3, you have no

choice but to use the option "Display all transactions." Match up every entry on the statement to what's in the computer. Some place you may not have noticed mismatching amounts. If you find the error, fix it in "Edit Transactions" and run the reconciliation summary again -- hopefully, now you'll be in balance.

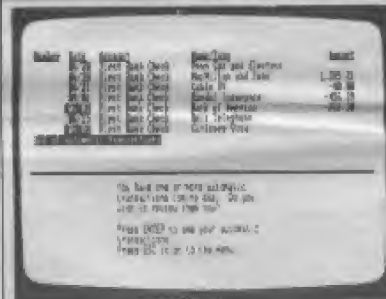
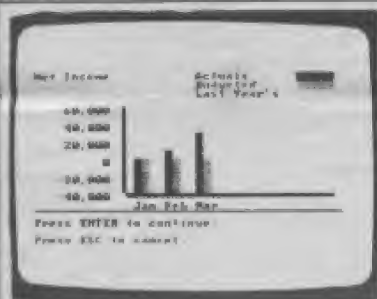
If yours is problem 4, restore the back-up of your file and start the reconciliation over. You might want to run a reconciliation summary on the un-modified file prior to starting reconciliation just to make sure the statement balance the computer suggests matches the starting balance on your statement. If not, you have problem 1 -- oops. Just be more careful this time as you go through the reconciliation process.

You would think that when you recognize that your checking account is out of balance by 20 cents it'd be an easy thing to correct. For reasons beyond the scope of this brief (it started out that way, anyway) I'll not explain why it's really very difficult other than to say that Smart Money is the easiest product I've worked with at solving this deceptively simple problem. Let's look at how you correct the problem with Smart Money. Say your reconciliation summary looks like this:

Reconciliation Summary

Current Account Balance	\$1000
Less Outstanding Increases	\$100
Plus Outstanding Decreases	\$200
This should be the balance on your statement	\$1100

Continued on page 20



First 3-D Adventure Game For Preschools

In November, Sierra shipped its first-ever 3-D adventure game for young children, Roberta Williams' *Mixed-up Mother Goose*.

Roberta took a personal interest in the project from the beginning, going beyond her usual role of designer to even pose on the front of the *Mixed-up Mother Goose* box (accompanied by a couple of Sierra children and a temperamental goose).

Roberta included many children's favorite characters in *Mixed-up Mother Goose*, including Little Jack Horner, Mary and her Little Lamb, Little Miss Muffet, and Peter the Pumpkin Eater.

Mixed-up Mother Goose can be played by children as young as four or even three (depends on the individual child). Basically, the feature that makes *Mother Goose* playable by young children is the lack of dependence on reading or writing skills for playability.

For instance, when the player directs the main character (with arrow keys or joystick) to walk up to Humpty Dumpty, who is jumping up and down by a wall, Humpty immediately tells the child (in written words) that he needs a ladder. If the child can read that message, all well and good. A moment later, a thought

bubble with a picture of a ladder appears. So, even if the child cannot read, he or she knows that Humpty Dumpty is thinking of a ladder.

Other special features in *Mixed-up Mother Goose* include the ability to make the main character look like the child. The player can either be a little boy in blue footed pajamas, or a little girl in a pink nightgown. You can also choose between four different hair colors.

Sierra performed extensive playtesting with local kindergarten and preschool children, to be certain of the game's playability in those age ranges. Changes were made to the way *Mother Goose* works (in comparison with other 3-D adventures) to make the game easier for very young children.

Response to the new game so far has been very positive. Although the projected age range (approximately 4 to 8) was small relative to the usual range for Sierra 3-D adventure games (approximately 8 and up), parents and older children seem to be having as much fun "helping" as the younger children have playing.

Chalk up another success for award-winning game designer Roberta Williams.

Are You A Hot Shot?

Are you a really *hot* gamer? If you have a really unbelievable score on Thexder, send us a photograph (either black and white or color) of the screen. We'll publish the best scores, giving you the recognition you deserve for being a real arcade stud.

Photo tips: turn off the flash, turn up the contrast and brightness, use high-speed film, and be prepared for a long exposure. Suggestion: use a camera that spits out your finished picture immediately (like a Polaroid). That way you won't have to leave your computer on for three days while you wait for your film to come back from the developer's.

For every top score we print in the newsletter, we'll send you a *free* Sierra game!

Print your name, address, your computer type, and the game you want to win, on the back of the photo. Enclose with cardboard or similar, to ensure the photo will not get bent. Send to Thexder Hi-Score, Sierra On-Line, P.O. Box 485, Coursegold, CA 93614. All photos submitted become the property of Sierra On-Line, Inc.

This Space Intentionally Left Blank

Thus far in our survey of computer adventure software, we've examined the early days of completely text-oriented fantasy games, specifically centering on the original *Adventure* and *Zork*. This month, we'll give some attention to the other sort: the graphics adventure.

In stark contrast to *Zork* and its predecessor, both of which were written by "techies" who knew Fortran and other such programming languages inside and out, the initial game of this genre to use pictures was the result of the work of a woman who only knew enough about her Apple II to play that original adventure. Like Marc Blank and Dave Lebling of *Zork* fame, Roberta Williams grieved after completing the game, for she discovered that she had an insatiable appetite for these programs, but there were no more to be played. As with Blank and Lebling, she became determined to write her own. Doing so would: (a) rescue all the addicted adventurers across the country from seemingly interminable boredom; and (b) put some cash in her pocket.

As has already been noted, Roberta was not a programmer. Generally, this would tend to end a person's dream of writing a computer game, a feat which requires a bit of technical knowledge. However, fortunately for her, and for all those folks who've fallen in love with her games, Roberta Williams was married to a programmer who knew his stuff. That is to say, he knew his assembly language. Had he really known *all* his "stuff," he would have seen the potential in his wife's idea and would have immediately dropped his idea of writing an Apple version of Fortran in favor of implementing her game scenario. Instead, he brushed off her notions and concentrated on his task at hand, which he would ultimately renounce, declaring it futile.

After many hours of persuasion, Ken Williams finally conceded to code his wife's scenario. Whilst discussing what would be the program's major selling point, the twosome hit upon an idea that would bring massive change to the world of computer adventuring: the use of high resolution graphics. In that original Agatha Christie-inspired murder mystery, the pictures were simply black-and-white stick figures, crudely sketched with the aid of a Koolaid pad. Still, it was a fresh, innovative idea, and *Hi-Res Adventure #1: Mystery House* took the market by storm under the label of On-Line Systems. Ken and Roberta's two-person company. Much better graphics and incredible financial success were to follow in their subsequent releases: *The Wizard and the Princess* and *Cranston Manor*, just to name two. The company expanded, changed its name to Sierra On-Line, hired more programmers, and produced a great deal of software pieces, both arcade games and graphics adventures.

Still, there has been an ongoing debate over which sort of adventure game is to be preferred: text or graphics. Graphics gamers contend that the pictures look flashier; enhance one's enjoyment of the game; and text one's attention to detail, for many subtle clues are often contained within the pictures. However, the text aficionados maintain,

unless one has a color monitor, and even if one does, it is oft times nearly impossible to decide what a certain blob on the screen actually is. Since graphics take up a sizable chunk of memory, there is less room for a sophisticated parser, so telling the game what one desires to do with an object that has actually been identified frequently becomes a tiresome session of trying to guess what few words are contained in the program's pitifully tiny vocabulary.

Continued on page 21

Calling Sierra

When you call Sierra you now have a choice of two numbers. If you want **Customer Service**, or you would like to place an order, please call the same number you've been calling for years. This is the number printed on all Sierra products: (209) 683-6858.

If you want to speak to any of the many

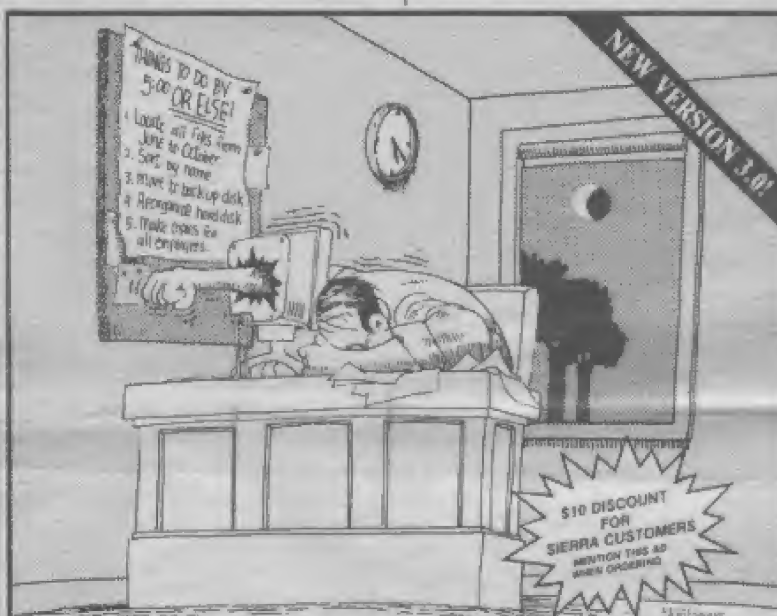
other people who work at Sierra (Administration, Credit, Marketing, Purchasing, Operations, etc.), you may call the new Sierra Administration number: (209) 683-4468.

We caused the regular number to come directly into Customer Service because the vast majority of calls to Sierra every day were for that department. So now, calls will be able to speak immediately to a Customer Service Rep, and no one will get put on hold at the operator because all lines in the department are busy (now, when all the reps are busy, callers get a busy signal).

If you forget and call the old number when you really want the new one, Sierra's Customer Service staff will be happy to give you the new number. However, they cannot transfer calls so you will have to redial.

So write the number down, if you think you'll need it. Be talking to you!

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If working with DOS was easy, you wouldn't need TopDOS!

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TopDOS makes working with DOS simple by providing a RAM-resident full-featured text editor, enhanced command-line editing, on-line help for DOS commands, and a dynamic TREE command that instantly displays your hard disk directory structure and provides simple point-and-shoot commands to copy, delete, move, edit and execute files.

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TopDOS makes working with DOS easy by adding UNIX-like features such as a HISTORY command, a MOVE command for moving files between directories, an ALIAS feature for creating custom DOS commands, and the fastest WHEREIS command 'thereis' for instantly locating files.

"This is a software package that you'll soon wonder how you ever did without!"
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TopDOS even makes working with DOS 'fun' with tricks like auto-command and filename completion, a transposition command in case you type "coyp" instead of "copy", keyboard macros, automatic screen blanking, EGA support in 43 line mode and much more.

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ENTERTAINMENT

Bonus Word Search

The words below are arranged horizontally, vertically and diagonally. See how many you can find. The first 10 players to correctly find all of the words will be awarded the Sierra software product of their choice. *Plus*, we've conveniently hidden a *bonus* word. If you are one of the first three lucky winners to successfully complete the word search and find the bonus word (66 words total), you will receive your choice of *three* Sierra software products. (Hint: the bonus word is a character from one of our seven adventure games.)

Please address your completed submissions to Sierra's Consumer Marketing Manager.

alexander
arcada
buckazoids
cat
cauldron
chest
cloak
clock
clover
condor
dallben
deathangel
deltaur
denethenor
dracula
dragon

dwarf
edward
eve
faith
fawn
giant
graham
gurgi
gwydion
hagatha
helicopter
hemlock
henwen
kerona
key
keycard

kingsquest
lake
lamb
larry
lefty
manannan
map
medusa
mirror
morva
mothergoose
neptune
orat
pirates
prydain
rai

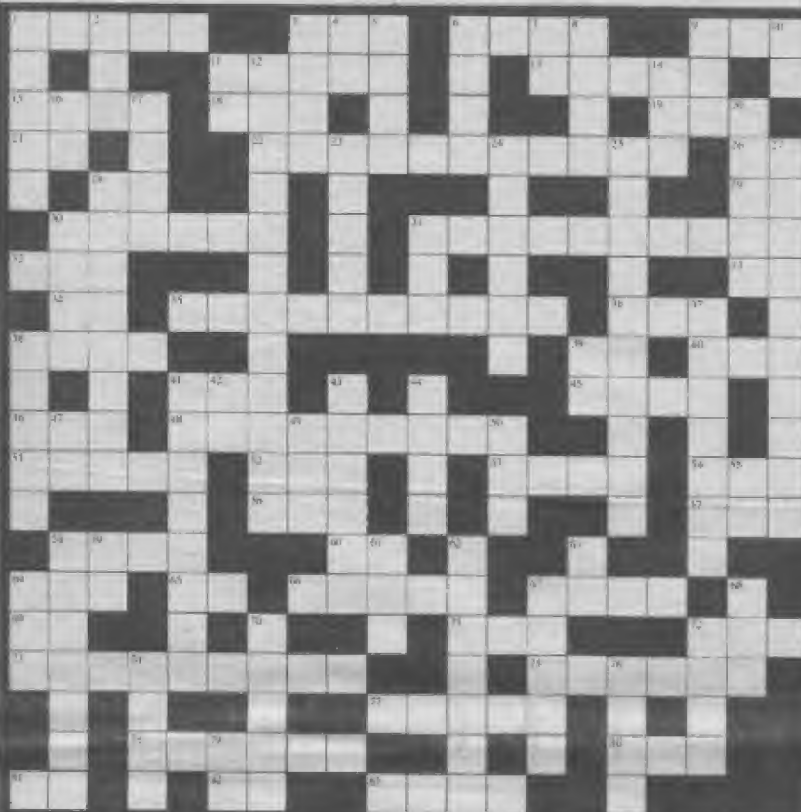
ring
rookie
rosella
sarien
shield
sierra
skimmer
spiderdroid
taran
thexder
tower
troll
wilco
witch
wizard
wolf

S I E R R A A R K A T A C L A S M I P A R T K C A J X T R S A A
 T R V U L F M E E E E P I G O R T R I L L O W A R P U N U S T L
 I M E R A B R K R Y S L I O O P Y O U U O W I T T E R L E R A K
 M O T I L L K L O A T R I L O D U M B C L E R E T E T T O M P A
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 K L E I N N E I R A S R C A M P W I L M O M A P I M O R T E O A
 D O U T H O R R I E W O O W E N N T I N S O P T S P R I C H T C
 R I M B C H O S T U L L O W O R E P R A D D E S K M T C H I Z K
 A B R A O O R D E L V N I G R A H A M O T O I C L I N D I D A L
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 C U T A X A L L A R I S A V F E R N W O S O D S Z S A A I Z S C
 T A W H A E T N I N T G V H E W H O R L D E U I S A Z T N H A D
 U T E M A T N T N E R W R I T H Y T O U H D U U H I K I G M R R
 K L E N E A N Y A O U R O U E A L L O T E S T O W I N C K B C T
 R E D W N H I I R R M J M A G C K J A M C K H O S L M E U S A E
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 D A O T E T O C H R E T P O C I L E H I N A P E I K I N K G D L
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 L P R E I S S R O C C K O L O R D A Z A L P H G R O I L E T T L

Sierra Crossword

Send in your completed puzzle to Sierra's Consumer Marketing Manager. The first 10 perfect submissions will receive a free Sierra product of their choice. Most answers can be

found somewhere in this newsletter. A few answers can only be discovered through familiarity with a specific Sierra product.



ACROSS

1. In the first room after the airlock in Space Quest
3. Sphere
6. Heroic deed
9. Rear of a ship
11. Number of hands that play at the bar on Kerona (SQ)
13. Winnie the Pooh's favorite meal
15. Thexder's music has a compelling _____
18. Owed
19. Animal doctor
21. California's most populated metropolitan area
22. New 3-D animated adventure game that can be played even by children who cannot read
26. What you say when you don't know what to say
28. Salutation
29. Exist
30. One of the available modes in 3-D Helicopter Simulator
31. Arch-criminal in Police Quest
32. Read only memory
33. Princess
34. Personal pronoun
35. What you do after you become a detective in Police Quest
36. To be announced
38. What Mother Bear does with her thimble (KQIII)
39. Exist
40. New
41. Winnie the Pooh likes to hum a little _____

45. Smart Money automatically calculates _____, principle and interest
46. The ghouls use two of these to row across the poison lake (KQII)
48. Thexder's music on this computer is beautiful in six voices.
51. Ultrahigh frequency radio waves
52. Shortened version of Edward
53. Stay away from the _____ of the poison lake (KQII)
54. Anger
56. Personal pronoun
57. Black, sticky substance
58. You may receive direction from this in the underground caverns on Kerona
60. In the same manner or way
64. A primary color
65. Conditional
66. Larry is unable to interest this woman
67. A four-legged friend in KQ
69. What you say when you don't know what to say
71. A long time
72. Alexander's relationship to Graham
73. A game played in "Larry" but not in Space Quest
75. One of Donald's nephews' favorite toys
77. Using this peripheral, helicopter players can fly in formation with each other, or even combat each other
78. Arch-villain in Space Quest II
80. Donald does this to run the trains in Donald Duck's Playground
81. Alright
82. Location
83. Red planet in Mickey's Space Adventure

DOWN

1. More than one of this item of furniture appears in every King's Quest game.
2. Name meaning one
3. Cookie
4. Regarding
5. Shortened version of Elizabeth
6. Number of stars (out of a possible four) earned by Smart Money in an InCider magazine comparative review
7. Sigh
8. Bull
9. Affirmative
10. Directional
11. Touchdown
12. Character in Roberta Williams' Mixed-up Mother Goose
14. Woman of Larry's dreams
16. Abbreviation for distributor of Sierra's Amiga products
17. What you do with a tree in December
20. Past tense of a way to float down a river
23. Possessive
24. Bugged
25. The comprehensive financial manager for personal and small business
27. New Sierra flight simulator
28. Award-winning word processor, now in more than 250,000 homes and schools
30. Arrive
31. Twosome
37. Smart Money helps you with _____ planning for your retirement years
38. Magical item found in the dungeon of the Horned King (Black Cauldron)
39. Prolific Sierra programmer who was part of design teams for The Black Cauldron, KQ III, Winnie the Pooh, Larry, and Police Quest
41. HomeWord Plus and Smart Money are both 100% installable on this
42. Direction
43. Petrifying character in KQ III
44. In Mixed-up Mother Goose, players can be either a boy or a _____
47. Alcoholics Anonymous
49. A ironic name
50. Gwydion must cross this to get on with his quest
55. Egyptian sun god
58. Necessary item in Wrath of Denethenor; also ancient poison
59. Monarch in KQ
61. Ingredient in cookie spell (KQ III)
62. Exciting new arcade game
63. Directional
64. What you do to the lamp in KQ II
67. Guessing this character's name is extremely difficult (KQ)
68. Word describing each of the women Larry meets
70. Thexder was originally designed in this country, where it is a bestseller
72. Give this to Grandma to make her feel better (KQ II)
74. There's at least one of these in each of the King's Quest games, as well as Space Quest
76. The way to avoid the witch on her broomstick (KQ)
79. jollification

DO

- Include your name, address, and phone number with your puzzle solution.
- Tell us what kind of software you'd like to win, and for what computer.
- Look for the answers and winners in the next issue.

DON'T

- Send multiple entries.
- Call us if you get stuck.

Sierra Cartoon Contest

We got a lot of entries for the September Cartoon Contest, and picking a winner was quite difficult. The honors go to Wendell Sargraves of Walnut Cove, North Carolina. For his efforts, he will receive a free copy of Police Quest for his IBM PCjr.

We also decided to choose a runner-up, Koby Bowen, of Americus, Georgia. Koby also chose to receive Police Quest for IBM.

The Sierra Cartoon Contest will continue as long as we keep publishing the newsletter, so keep those submissions coming!

Cartoon entries must be in black ink (not in pencil or in color) on white unlined paper. Do not fold cartoons. Cartoons should relate to one or more Sierra products. All submissions become the property of Sierra On-Line, Inc.

Winning entries will receive the Sierra product of their choice, and be published in the newsletter. Number of winners will depend on the quality of entries.

Send entries to Sierra Cartoon Contest, P.O. Box 485, Coarsegold, CA 93614. Please include a separate sheet of paper with your name, age, address, daytime phone number. What product you wish to win, and what computer you have.



Cartoon Contest runner-up, submitted by Koby Bowen, Americus, GA.



Cartoon Contest winner, submitted by Wendell Sargraves, Walnut Cove, NC.

Mother Goose A Hit With Kiddies

Bestselling software authoress Roberta Williams combines her masterful storytelling touch with the classic rhymes of Mother Goose to create the first 3-D animated adventure game for young children.

Mixed-up Mother Goose is a fascinating, absorbing entertainment program for the home, nursery schools and kindergarten classes. Requiring absolutely no reading skills, Mixed-up Mother Goose provides hours of enjoyment for young children. Characters in the game talk to children with both text messages and pictures, so kids of different ages and abilities can equally enjoy the magic of Mother Goose.

Mixed-up Mother Goose has been made so simple to play that even young children can play. Once you get the program started, a child can take over with very little instruction, because only a few computer keys are necessary to play. In fact, removable direction key stickers are provided for additional ease of use.

Mixed-up Mother Goose transports children to an "adventure in dreamland" where he or she can help Mother Goose by finding missing pieces to some of her most popular rhymes.

Like finding the missing sheep and taking them back to Little Bo Peep. Or helping Little Miss Muffet locate her tuffet. Or even finding the pail and returning it to Jack and Jill. Kids can even go on a three-part quest for King Cole.

Once each rhyme is corrected, it comes to life in splendid animation, and the onscreen characters perform the rhyme in its entirety. Each rhyme is accompanied by a charming musical score so that children can sing along.

In Mixed-up Mother Goose, kids can choose from a variety of characters to represent them in the game.

Mother Goose talks to children by name during the game.

Up to 12 children can save their game according to their name, allowing them to come back and pick up where they left off at any time.

Easy-to-use menus make it easy to play the game, save the game, and select options such as joystick control.

Randomly located objects and characters allow children to enjoy Mixed-up Mother Goose countless times, because no two games are alike.

Mixed-up Mother Goose includes a free full color map of Mother Goose Land, with pop-out windows that reveal all the delightful characters from the story.

It's a child's "adventure in a dream" come true.

Retailer's Corner

Sierra Software Review

This month is a great month for Sierra fans. Christmas is coming and there are plenty of products to choose from including the King's Quest series, Space Quest series, Walt Disney, personal productivity products and new releases.

One of Sierra's latest releases I have played is Thexder. It is the bestselling arcade type game from Japan. It's doing extremely well here in Texas as well as other parts of the country. What makes Thexder different from most other arcade games is that it only gives you one chance to complete your mission. Rumor has it there could be a sequel to Thexder in the wings. If so, that's something to look forward to next year along with King's Quest IV and any other projects they have planned.

The next game I played is Sierra's 3-D Helicopter Simulator. It is a nice change from your standard jet fighter type simulator. You can take a slow flight through the country, fly combat over Ft. Worth's Tandy Center (my personal favorite) or against a friend via modem. I flew Helicopter on a 4 mhz computer and was pleased. However, I do recommend at least 8 mhz CPU for best results and also to take advantage of Sierra's beautiful graphics. My customers at Radio Shack rated Helicopter the best out of all the flying software to choose from this year.

Additionally, I have had several requests for information on Police Quest and Space Quest II, but all I can say is hopefully next month I'll be able to tell you more about them. I know Sierra is working hard to bring them to us before Christmas. I have also had many customers ask about Smart Money (a financial manager) and their word processor HomeWord Plus. I will be looking at them soon and look forward to telling you about them.

Thank you,
Brian Gray
Radio Shack
Arlington, Texas

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Call Sierra's BBS at (209) 683-4463 for more details.

Sierra Goes To Kindergarten

When Roberta Williams decided to make an adventure game for young children, she didn't fool around. She designed Mixed-up Mother Goose with ages four and up in mind.

Roberta included many children's favorite characters, like Humpty Dumpty, Jack and Jill, Old King Cole, even the cat and the fiddle, the dish and the spoon, and the cow who jumped over the moon.

As the game progressed, Roberta decided to check and see if it was really playable, as she had planned, by even young children who could not read. So, Sierra went back to school.

Sierra play-tested Mother Goose with young children, especially those in the 4 to 6 year range, to make sure they could really play the game. Testers infiltrated kindergartens and even preschools, to find out if kids that age really could play the game.

Results were very positive. Children seemed to enjoy Mixed-up Mother Goose. In fact, most had to be dragged away from the computer.

Features the children seemed to like included the many animated sequences (Jack jumping over the candlestick, Mary's lamb going to school, etc.) They also seemed to like a new feature that allowed them to make the main character actually look like themselves! The children were able to choose the sex and appearance from eight possibilities, for instance, a little brown boy or a little blonde girl.

Of course, there were problems. The kids seemed to have problems with the directional keys. They clearly expected that holding an arrow key down would make their character move, and releasing it would make him/her stop. So, the programmers went back and changed Mother Goose to work that way.

A few pictures also had to be redrawn, to make it easier for children to go in and out of doorways, and to more easily recognize a few objects they had trouble with.

All in all, both groups (Sierra testers and the children) found Mother Goose play-testing to be a positive and worthwhile experience, and one that will undoubtedly increase children's enjoyment of the game.

Newsletter Contest

Continued from page 1

below, circle your choice and mail it in to Sierra Newsletter Contest, P.O. Box 485, Coarsegold, CA 93614.

Here are the newsletter name entries we have selected as the finalists:

From the Disk of Sierra
Sierra Adventurer
Sierra Hi
Sierra Peeks
Sierra Newsletter
Sierra Says
Sierra Scoop
Sierra Sidelines
Sierra Soapbox
Sierra Tele-Graham
Speaking Soft(ware)ly

To vote for your favorite name from the list above, circle your choice and mail it in to Sierra Newsletter Contest, P.O. Box 485, Coarsegold, CA 93614.

Scene From Space Quest I



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☐ \$36.95 Macintosh ☐ \$36.95 IBM PC & Compatible

Payment: ☐ Check Enclosed ☐ Visa ☐ Mastercard ☐ Am/Ex

My T-Shirt size is: ☐ S ☐ M ☐ L ☐ XL

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MAIL BAG

Dear Sirs,

I have just purchased Thexder for my Apple IIGS and I am extremely pleased with your product.

My Apple IIGS system uses the Universal Disk Controller from Central Point Software. I have had enormous problems running GS software from other companies, such as Electronic Arts and Activision, because their copy protection schemes prevent programs from operating with the UDC card. Since I am an avid game player, I was delighted to find a GS game that actually works on my system.

And what a fantastic game it is! Thexder is simply terrific. The graphics, the sound effects and the music are all great. Except for the keyboard controls which are slightly uncomfortable, everything about Thexder is outstanding. The people at Synergistic Software and Sierra On-Line should be extremely proud of the job they did on that program.

I'd also like to thank you for making Thexder reasonably priced. Other companies are charging outrageous prices for their GS games. They rationalize their high prices by claiming they're necessary to make up the development cost. Thexder probably cost more to develop than any other GS game on the market, yet you all decided to price it the same as a typical Apple II game. It's good to know that there's a company that wants to sell good software without gouging prices.

What more can I say? Thexder is a wonderful game that is moderately priced and it works perfectly with my UDC card. I am eagerly awaiting more products from Sierra On-Line to use with my Apple IIGS system.

Most sincerely,
Anthony Chiang

Hey guys and gals at Sierra,

I just want to thank all the people at Sierra On-Line for making me spend hours, days and even weeks on my IBM solving your graphic adventure games.

I have completed King's Quest I, II, III, Space Quest, and now Leisure Suit Larry.

When I sit down to play one of your games, nothing else in this world matters anymore, except to gather more inventory and score more points. You have really made my evenings and weekends a thrill.

Once again I would like to thank all you crazy guys and gals at Sierra for making my life more enjoyable to live in.

Sincerely,
Bryan S. Lidsky

Dear Dennis,

I received my "new" copy of 3-D Helicopter Simulator yesterday. The program now runs perfectly on my PCjr with Racore Drive-Two Plus. I just wanted to thank all of you at Sierra for the cooperation you gave in getting the program to run on my specific hardware. I don't know if you had other customers with the same problems, but it's not often in the business world these days that a company is willing to give that kind of attention to a single customer. I appreciate the help you gave me. A special "thank you" to Pat for his help over the phone.

Sincerely,
LuAnn Holmes
Elgin, Illinois

Gentlemen,

First of all, thanks for providing such an excellent accounting system for personal computers. This is not meant as a testimonial, but I've been through the Home Accountant, Manage Your Money, and Dollars and Sense on my ILe, and none hold a candle to Smart Money.

I'm impressed with the program and more than a little surprised that there is not more popular use of the system. Your documentation is excellent and, except for the icons (which are a little nitsy), the screen presentation, thorough cross-filing, speed, and simplicity are outstanding. Please keep me informed about other Sierra products or upgrades of Smart Money.

I have had no success (after saying all the above) with the automated principal and loan interest calculations as outlined on page 44 of the manual (CTRL L function). The program seems to accept the command, thinks about it for a spell, then comes back with an instruction to make whichever entry I'm on. Any thoughts or instructions you have on this would be appreciated.

Regards,
Roger G. Knight
Fort Worth, Texas

Dear Roger,

If the automatic loan calculation is not working, you may have done one of two things. You need to have a "Loan Liability" regular account and an "interest expense" regular account in the distribution area of the transaction. If you don't have both types of accounts, the loan won't calculate. The other thing is you may have omitted the interest rate in the loan liability account. You'll need to go back and review the account to correct these items.

Dear Sierra,

This is a love letter, pure and simple. I love your newsletter! I have enjoyed your games for over a year now, and have often wondered about your staff.

To have created such wonderful graphics and animation is in itself an exciting accomplishment—and they get better with every new game. I like the inclusion of the arcade sequences in the adventure games. It took me forever to cross the rocky desert in Space Quest, but I enjoyed getting frustrated and ending with my head in the sand.

I do not fit the typical profile for adventure gamers. I am a 43 year old woman, who works for LL Bean as a telephone order representative part of the year and travels with her husband the rest of the time. I use the computer in my work for LL Bean. I write (free lance) when I travel, using my home computer primarily for word processing. I love adventure games. Like Roberta Williams, I have always been an ardent reader. I enjoy Shakespeare and Agatha Christie equally well.

What I have discovered is that adventure gaming has no age barriers. I have young friends of 12 years and older friends in their twenties and even older friends in their retirement years who love your games. My files hold their Save game disks from month to month for whenever they can visit to continue the game they like best. Sharing is almost as much fun as playing.

I am addicted. There seems to be no known cure. I hope no one ever finds one. Please continue to create forever. I can hardly wait for King's Quest IV and Space Quest II. In the meantime, I will try (with certain unsureness about whether I will enjoy them as much) Leisure Suit Larry and Police Quest. It is the tongue in cheek humor of the other games that keeps me laughing and punching keys even when I would like to poison the goat or drown the mermaid. Both impulses have smitten me in weaker moments in my Quests. But I remained strong, trusting that there was a better way.

I enjoyed the crossword puzzle in your newsletter. The articles are well written and informative. I found the continuation of the Letters column on page 19 instead of 20 and did not find the rest of the continued letter there. This is a small problem compared to the quality of the publication otherwise.

Thanks for everything, especially giving me an opportunity to say how much I love you.

Forever yours,
Elizabeth Hood

Dear Sierra On-Line team,

Hi, my name is Vincent Blouin. I am one of your many fans here in Canada. I have a 256K IBM PCjr. I succeeded at King's Quest I and King's Quest II.

Last week I bought King's Quest III and Space Quest, but there is one problem. Space Quest doesn't work, it "bugs." Here's what I do. I load the MS-DOS, I enter date and time. I enter Space Quest, I type "SIERRA" and it loads. After a few seconds, it writes on the screen "PLEASE ENTER ORIGINAL DISK AND PRESS ENTER." I press enter, then it writes "PLEASE ENTER PLAY DISK ONE THEN PRESS ENTER." I press enter and this is what it does:



I don't know if it is me, the computer, or the game, but please send me some information or something that could help me get this game started.

I tried it on a PC XT and it works.

Congratulations! Sierra On-Line is one of the best (if not the best) companies in computer entertainment.

Thank you for your time.

Vincent Blouin
Rock Forest, Quebec

Dear Vincent,

In these two versions of our games, you need to use a virgin DOS to boot up the program on

MAIL BAG

the PCjr. The last file on the DOS directory should be BASICA. Our programs are designed to access your extended memory for you.

Another possibility is that you may have an old version of Space Quest. If you run a directory of disk one, there should be 19 files. If there are 18 files, send your disk in and we will exchange it for you.

Gentlemen,

A couple of weeks ago I received in the mail Volume One No. 1 of the Sierra Newsletter and I want to thank you for including me on your mailing list. I'm a great fan of the Sierra "quest" series and I'm certainly interested in the kind of information contained in your first issue. I'll be looking forward to receiving future issues.

Now I'd like to give you a little "feedback" that I've been planning to send you for some time, but haven't found time to peck out. (As in "hunt and peck.")

I'm a 65 year old "dirty old man," retired and have been a computer "buff" since 1982 when I purchased an Atari 1200. I have now upgraded to an Atari 520ST. (Also upgraded to 1 meg.) I use the computer for word processing (because I can't spell and my handwriting is illegible), spreadsheet work (because I like mathematics and the challenge of problem solving), and for home finance/budget keeping (because I like to keep records and statistics).

I've never been ashamed to purchase a game now and then. They can be fun and challenging and, being retired, I have the time for them. However, I find that my reflexes aren't what they once were and that I'm no match for my grandson when it comes to the "arcade" type games, so that makes me a perfect candidate for the much slower paced, interactive, role-playing games that are in great abundance for both the 8 bit computers as well as the 16 biters. However, it took nearly four years and the crazy bunch at Sierra On-Line to teach me that lesson.

I purchased three such games for my 8 bit. One was all text, one showed a still scene above the text and the other simulated movement of the character by scrolling the scenery from a "through the eyes of the character" viewpoint. All three games were rather interesting from a story standpoint and they were certainly intellectually challenging, but I never was able to work up enough enthusiasm in them to more than scratch the surface of what the game had to offer.

Then, about a year ago, I purchased my ST. Since I had absolutely nothing to run on it and did not yet know which word processor or spreadsheet would best suit my needs, I purchased two text/still picture adventure games in the hope that the improved graphics would provide the incentive to stick to it until I got past the opening moves. Well, it didn't work!

Then sometime early this year I purchased King's Quest II. I'm really not sure why I purchased it. Curiosity, perhaps. Never the less, King Graham and his 3-D adventure land started a whole new chapter in my "life with a home computer." I not only found that I was able to sustain my interest in the game, I found that I really couldn't let go until I saw the end of the "quest."

It's little wonder that I purchased King's Quest III shortly after finishing KQ II (not yet with the highest score possible, but I hope to go back and find those missing points). But now comes the "rub." I had hardly gotten started on KQ III when Sierra came out with Space Quest. I purchased it with the intention of tackling it as soon as I finished KQ III. And that brings me to my only "gripe" with the people at Sierra.

I had to boot up Space Quest to make sure I hadn't received a bad copy, right? Well, once I saw the plight of that poor space janitor, I couldn't let it go! I worked on that story every chance I got, and a lot of times when I should have been doing something else, I can't tell

you the number of hours I worked on that thing at the computer or how many nights I spent lying in bed planning my next moves, but I've never enjoyed anything more in my life. Space Quest is *funny*, and I like that. It's story line is challenging, but I found that all the pieces came together much easier than in KQ II. I finished the game in what, for me, was record time. (Am I becoming more skilled, or do I just relate to the future better than I do to the past?)

Now back to KQ III? Well, that was the plan until I walked into my favorite computer store for some hardware and walked out with Leisure Suit Larry. You people should be arrested for "distributing addictive software!"

Continued on page 24

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Hello, Customer Service...

By Larilyn Duston



Larilyn Duston

Each time I answer the phone in Customer Service I experience a small thrill of anticipation. Will it be Larry from Detroit with a question about HomeWord Plus? Or Doug from New York with news about his modem? Or how about a new voice, Tim, age 12, who wants to know how to get past the laser beams in Space Quest? For a few minutes each day, each one becomes the most important person in my life.

The Sierra Customer Service/Technical/Product Support team receives 2500 or more calls and 350 pieces of mail each week from Very Important People like you. The whole team pitches in to make sure that each of you has a positive experience whenever you deal with us.



Pat Cook

Meet our team! Pat Cook is the "Pinball Wizard" who can whup us all at most games of skill. A graduate of Purdue University, Pat brings a high degree of technical expertise to the group.

Our newest member is Kim Farr. Kim is brainy, charming and witty, and is quickly becoming an expert on all of our entertainment products. Call her for the best game hints in town.

Dennis Jonathan is the team member with the longest standing. His experience enables him to assist you with the knottiest of problems.

Leilani Gouveia, who has been described as a real sweetheart by her customers, will patiently deal with any and all programs and questions. Contrary to popular belief, Leilani is not from Hawaii.

I bring over 15 years of experience in data processing, as a programmer, analyst, consultant and instructor to contribute to the team.

Annette Childs, Consumer Marketing Manager, is our team leader. She gives us enthusiasm injections and her four years with Sierra On-Line provide us with a fund of product knowledge.

Suzanne Lavers is the lady who gives you quick service on your T-shirt orders. She also gets those hint books out to you, and makes sure we receive our incoming mail. Next time you write us, say "Hi, Suzanne" on the back of the envelope.

We're all here because we want to be...because we enjoy computers, games and people. Sierra gives us the opportunity to really enjoy our work.

Whatever your reason for contacting us, a question, game hint, technical assistance, or just to say "Hi!", we hope you find us easy to deal with, helpful, and enthusiastic, and hope you receive more than you expected from the combined expertise behind our "Hello, Customer Service!"



Kim Farr



Dennis Jonathan



Leilani Gouveia



Suzanne Lavers

You may contact us at: Sierra On-Line, Inc., Customer Service, P.O. Box 485, Coarsegold, CA 93614. Phone (209) 683-6858.

From Customer Service The 10 Most Frequently Asked Questions

- Q. What is the name of the gnome in King's Quest?
- A. It's Rumpelstiltskin, but spelled with a backwards alphabet. Write the alphabet out normally on a piece of paper. Then write the alphabet backwards below it. Now find the corresponding letter for 'R,' then 'U,' then 'M,' etc. To start you off, the first letter of his name is "I."
- Q. How do I get the mermaid to appear in King's Quest II?
- A. You need to read the inscription on the first magic door (at the eastern end of the map) before she can be seen sunning herself on her ocean chase-lounge.
- Q. Where can I find the wizard's magic wand in King's Quest III?
- A. It's in the locked cupboard in the wizard's study.
- Q. How do I get past the laser beams in Space Quest?
- A. You need to use a piece of highly reflective glass from the windshield of the crashed escape pod, to reflect the beams back on themselves and destroy the machine.
- Q. I'm having trouble loading Space Quest/King's Quest III on my PCjr, even though it has been upgraded to 256K.
- A. You are probably using the DOS that came with your extra memory. Try using the standard MS-DOS that came with your computer. If that doesn't work, you may have a buggy disk — send the disk back and we'll replace it with one that works.
- Q. I have King's Quest/King's Quest II/The Black Cauldron for my PC and I can't get the wonderful colors on my RGB monitor that are illustrated on the box. I have an EGA color graphics card.
- A. We have just developed the ability to support EGA on our adventure games. At present, only our most recent titles, King's Quest III and Space Quest, fully support EGA. We are, however, converting all our other 3-D animated adventures to support EGA. Upgrades for EGA support will be available soon to owners of our other games, with a minimal charge for postage and handling.
- Q. I just bought one of your 3-D animated

Continued on next page

adventure games for my PC and I can't get the wonderful colors on my RGB monitor that are illustrated on the box. I have a CGA color graphics card.

- A. You need an EGA card to get the wonderful color graphics your RGB monitor is capable of. If you want to stick with your CGA card, hook up with a composite color monitor - you'll get a nice 16-color spectrum, albeit with slightly less detailed graphics than with the EGA/RGB combination.

Q. I followed your instructions for making a back-up copy of my Smart Money disk for my IBM, however I keep getting an error in my copy procedure.

- A. Sounds like you have version 1.0 (it had a "key disk" type of copy protection), which required you to insert the master program disk once each year. To get the current version of Smart Money (which is completely unprotected) send in your warranty registration card.

Q. I understand you've got an upgrade for my HomeWord word processor. What's different about it? And since I already own HomeWord, can I get a special discount on the \$69.95 price?

- A. HomeWord Plus is different on each computer. The 128K Apple IIe/IIc version adds an 80-column screen display option, completely copyable disks for hard disk support, a built-in spelling checker and an upgraded manual with an Advanced Features section. The MS-DOS version adds a fully integrated spelling checker, copyable disks for complete hard disk installation, and an Advanced Features manual. The Commodore 64/128 version adds the integrated speller, copyable disks, and an Advanced Features manual. The upgrade price for existing HomeWord owners is \$35.00.

Q. Of all your animated adventures, which is the easiest, for beginning adventurers or young children? Which is the most difficult?

- A. The Black Cauldron was designed to be easier than the other adventures, with a user interface that doesn't even require text entry. And of course, the new Mixed-up Mother Goose is perfect for your littlest adventurers. Of the adventures released thus far, questers agree that the most challenging are King's Quest III and Police Quest.

"Sierra's Own Lounge Lizards"

by Leilani Gouveia

"The Sierra On-Line Lounge Lizards," the official name of Sierra's mixed bowling team. And yes, the team shirts are our own Leisure Suit Larry baseball jerseys.

Members of the team include John Williams (Director of Marketing), Patrick Cook (Customer Service), Larilyn Duston (Customer Service), Brenda Garite (receptionist) and myself, Leilani Gouveia - Team Captain (Customer Service). Our substitutes are Kim Covert (Dealer Service) and Allen (Les) McPheters (Programming). We are all members of the Women's International Bowling Congress or the American Bowling Congress.

The team meets every Monday night at 6:00 p.m. at Sierra Lanes, the local bowling alley. We begin each bowling league night as we do each Monday, in the lounge.

At 6:30 the bowling begins. We start in our customary way: Larilyn and Patrick with

Inventory Closeout

Sierra is emptying its warehouse of discontinued products. As long as supplies last, we want to give YOU the chance to purchase these classics, at prices of up to 70% off!

How to use this order form:

Availability of a particular title on any machine is indicated by the appearance of a price in the corresponding grid cell. To order a product, circle the price. If the product is available on more than one medium (D=Disk, RC=ROM Cartridge, CS=Cassette), circle the one you want.

Total up the amount of your order, and enclose a check for that amount. No COD orders accepted. Prices include shipping and handling. *California residents add 6% sales tax.* Fill out the rest of the form, being sure to include your complete mailing address. Street addresses are preferred for faster shipping, but P.O. box addresses are acceptable.

Mail orders to Sierra Inventory Closeout, P.O. Box 485, Coarsegold, CA 93614.

If an order is unfillable due to sold out titles, your check will be returned. If an order is partially fillable, a refund check will be processed after your products are shipped.

	Apple II	Atari 800/1200	Commodore 64/128	Vic 20
Cannonball Blitz				\$9.00 (RC)
Creepy Corridors				\$9.00 (RC)
Crossfire		\$9.00 (D/RC)	\$9.00 (D)	\$9.00 (RC)
Dictionary	\$39.00			
Flip 'N Match				\$9.00 (CS)
Frogger		\$9.00 (CS)		
HomeWord		\$19.00 (D)	\$19.00 (D)	
HomeWord Speller	\$19.00 (D)		\$19.00 (D)	
Jawbreaker II		\$9.00 (D)	\$9.00 (D)	\$9.00 (RC)
Learning with Leeper			\$9.00 (RC)	
Lunar Leeper			\$9.00 (D)	\$9.00 (RC)
Mr. Cool		\$9.00 (RC)	\$9.00 (RC)	
Oil's Well			\$9.00 (RC)	
Sammy Lightfoot			\$9.00 (D)	
Storymaker			\$9.00 (D)	
Threshold			\$9.00 (D)	\$9.00 (RC)
Troll's Tale				
Wiztype			\$9.00 (D)	

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All sales are final on inventory closeout items

New Shipping Policies Move Orders Faster

New shipping policies instituted at Sierra this fall are helping consumer, dealer and distributor orders all go out faster.

Hint book orders have been streamlined to go out the next day following the order, by First Class U.S. Mail. Formerly, hint books went out only every two or three days, by bulk mail (which takes longer).

Other product orders, shipped UPS ground (or U.S. mail when P.O. boxes are given instead of street addresses), have recently been seeing processing times of from one to three

days. This is improved from one to two weeks, as per the previous processing system.

Of course, shipping time remains the same as before. UPS ground takes up to one week across the country, as does First Class mail from Coarsegold (we're up in the boonies here). The only way to shorten actual shipping time is to pay the extra surcharge for UPS Priority service, which cuts shipping to two days (in addition to company processing time).

All in all, Sierra is working hard to make software buying as easy and quick as possible.

strikes and the rest of us with gutters. Larilyn has the highest average at 148 and is a member of the 500 club. The rest of the team follows a little bit (actually, a lot) behind her. Brenda, with her average at 90, does her best around her fourth beer. John, our left-hander, has an average of 96. Patrick the Powerhouse has a 135 average, and myself, a 98.

We've come to the conclusion that the pins are *not* user friendly. Would you believe our handicap this week was 343? As a team, we are standing in eighth place out of 10 teams. But there is still time for improvement, we are in our seventh week out of 35. Oh well, we're only out there for fun.

And fun is what we have. As soon as the bowling is over, we head back to the lounge and live up to our name. We usually close the



Lounging Lounge Lizards

place around 11:00 p.m. (Oakhurst rolls up the carpet at 10:00 p.m.) So if we are a little slow when you call in on Tuesday morning, please forgive us and ask us how we bowled the night before.

Sierra Drawing Contest

Leland Daugherty, of Baton Rouge, Louisiana, was the winner of the September Drawing Contest. For his efforts, he will receive a free copy of *Wrath of Demethenor* for his Apple.

Thomas Evans, age 12, of Boynton Beach, Florida, was the first runner-up. His choice of a free game was *Police Quest* for his IBM PC.

Steve Hendricks, age 14, of Pittsburgh, Pennsylvania, was the second runner-up. He chose to receive a copy of *Thunder* for his IBM PC.

The Sierra Drawing Contest will continue as long as we keep publishing the newsletter, so keep those submissions coming!

Drawings must be in black ink (not in pencil or in color) on white unlined paper. Do not fold drawings. Drawings should relate to one or more Sierra products. All submissions become the property of Sierra On-Line, Inc.

Winning entries will receive the Sierra product of their choice, and be published in the newsletter. Number of winners will depend on the quality of entries.

Send entries to Sierra Drawing Contest, P.O. Box 485, Coarsegold, CA 93614. Please include a separate sheet of paper with your name, age, address, daytime phone number, what product you wish to win, and what computer you have.



Drawing contest winner. Submitted by Leland Daugherty, Baton Rouge, LA.



Drawing contest runner-up. Submitted by Steve Hendricks, Pittsburgh, PA. Age 14.



Drawing contest runner-up. Submitted by Thomas Evans, Boynton Beach, FL. Age 12.



Drawing contest runner-up. Submitted by Michael Kovarik, Chardon, OH.

HUNGRY FOR NEW SOFTWARE? THEN TASTE THE ORIGINAL CHOCOLATE BYTE!™



The Original Chocolate Byte is "the perfect gift for computer users who love chocolate and chocolate lovers who use computers."

Each Chocolate Byte packs nearly a quarter of a pound of custom-blended chocolate into an exact replica of a 5 1/4" floppy disk. (Well, not exact, our disk is a lot thicker and tastier than any double density disk on the market!)

Each Chocolate Byte is sealed in a clear FDA-approved food pouch and packaged in a reusable software travelling case. Great for shuttling up to 5 "non-edible" disks anywhere!

Each Original Chocolate Byte is only \$9.95. Buy 4 at the regular price of \$39.80 and get 1 free. Or buy 10 at the regular price of \$99.50 and get 5 free!

NEW! Also available from The Chocolate Software Company:

The Chocolate Chip™ is 54 grams of fine Belgium chocolate molded into an oversized replica of a computer microchip for only \$7.95.

The Chocolate Computer Keyboard™ is almost a half a pound of custom-blended chocolate molded into an exact replica of DataDesk's famous keyboard for only \$8.95.

The Chocolate Terminal™ is a byte-sized mini-microcomputer featuring an ounce and a half of custom-blended dark chocolate packed into a 2" x 1.5" frame. Get 3 for \$9.95 or 6 for \$17.95!

Or get all our products in The Chocolate Workstation™ for only \$24.95 and save \$5.00!

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Software So Good You Can Taste It!

TO ORDER CALL TOLL FREE 1-800-332-BYTE (in CA call 213 655-1727) 8am-8pm Pacific Time M-Sat.

I'll byte! Send me the following products!

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	The Original Chocolate Byte	\$ 9.95	
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	The Chocolate Computer Terminal 6-pak	\$17.95	
	The Chocolate Workstation	\$24.95	
	4 Chocolate Bytes (get 1 free)	\$39.80	
	10 Chocolate Bytes (get 5 free)	\$99.50	
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	TAX: CA residents 6%, 8.25% where applicable		
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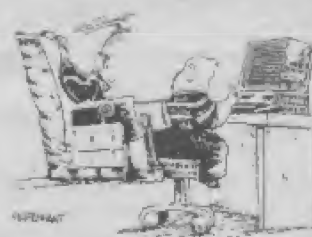
Send to: (Orders shipped UPS, street address only)

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"GUESS WHAT? — THOSE CHOCOLATE DISKETTES FIT RIGHT INTO YOUR COMPUTER, NO PROBLEM."

You must be completely satisfied with each product or return for full refund or exchange.

\$15 Rebate King's Quest

Receive a \$15 rebate when you buy the King's Quest series by Roberta Williams.

To redeem, fill out coupon completely and enclose with dated receipt(s) for the purchase of King's Quest I, King's Quest II, and King's Quest III. Or, if ordering one or more of the King's Quest games direct from Sierra, enclose the coupon (and receipt for one or two of the games, if you already have them) with your order and payment for the balance.

Send to Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614.

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Valid where sold, restricted to products by title. Offer valid on products purchased between December 1, 1987, and February 15, 1988. Coupons will be redeemed only for purchases on or after March 15, 1988. Only one coupon may be redeemed per household.

10 \$10 Rebate SPACE QUEST ONE & TWO

Receive a \$10 rebate when you buy the Space Quest series by Scott Murphy and Mark Crowe.

To redeem, fill out coupon completely and enclose with dated receipt(s) for the purchase of Space Quest I and Space Quest II. Or, if ordering one or both Space Quest games direct from Sierra, enclose the coupon (and receipt for one of the games, if you already have it) with your order and payment for the balance.

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10 \$10 Rebate MIXED-UP MOTHER GOOSE

Receive a \$10 rebate on Roberta Williams' Mixed-up Mother Goose. To redeem, fill out coupon and enclose with your dated receipt for the purchase of Mixed-up Mother Goose. Or, if ordering Mother Goose direct from Sierra, enclose this coupon with your order and payment for the balance.

Send to Sierra On-Line, Inc., Mother Goose Rebate Offer, P.O. Box 485, Coarsegold, CA 93614.

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SIERRA 3-D HELICOPTER SIMULATOR HALF OFF!



Buy one copy of Sierra's 3-D Helicopter Simulator and get another one for a friend for 1/2 price!

Now it's more affordable than ever to play 3-D Helicopter Simulator over your modem with a friend. Buy one for yourself, and get the second one for half price!

To order your half-price copy of Sierra's 3-D Helicopter Simulator, fill out coupon and enclose with dated receipt for the purchase of 3-D Helicopter Simulator. Enclose check or credit card authorization for \$25.00 for purchase of second copy of Helicopter. Or, if ordering both copies of Helicopter direct from Sierra, enclose the coupon with your order and payment for one program at \$49.95, and the second at \$25.00. No C.O.D. orders accepted.

California residents add appropriate sales tax. Send to Sierra Sales, P.O. Box 485, Coarsegold, CA 93614.

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Day phone (_____) _____

☐ Check enclosed ☐ Visa ☐ MasterCard ☐ American Express

Card number _____ Expiration date _____

Authorizing signature _____

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\$5 Rebate HomeWord Plus

Receive a \$5 rebate when you buy HomeWord Plus, the word processor and spelling checker that is both powerful and easy to use.

To redeem, fill out coupon completely and enclose with dated receipt for the purchase of HomeWord Plus. Or, if ordering HomeWord Plus direct from Sierra, enclose the coupon with your order and payment for the balance.

Send to Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614.

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\$5 Rebate SMART MONEY

Receive a \$5 rebate when you buy Smart Money, the comprehensive financial manager for personal and small business.

To redeem, fill out coupon completely and enclose with dated receipt for the purchase of Smart Money. Or, if ordering Smart Money direct from Sierra, enclose the coupon with your order and payment for the balance.

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Valid where sold, restricted to products by title. Offer valid on products purchased between December 1, 1987, and February 15, 1988. Coupons will be redeemed only for purchases on or after March 15, 1988. Only one coupon may be redeemed per household.

Receive a \$20 rebate when you buy HomeWord Plus and Smart Money!

To redeem, fill out coupon completely and enclose with dated receipt(s) for the purchase of Smart Money and HomeWord Plus. Or, if ordering one or both programs direct from Sierra, enclose this coupon with your order and payment for the balance. If ordering only one program from Sierra, you must enclose dated receipt for the other.

Send to Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614.

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City, State, Zip _____

Where purchased _____

Valid where sold, restricted to products by title. Offer valid on products purchased between December 1, 1987, and February 15, 1988. Coupons will be redeemed only for purchases on or after March 15, 1988. Coupons may not be used in conjunction with other Sierra coupons.

SIERRA Disk Pack Coupon

Stock up on disks for your back-ups, saved games, and data. Order your Sierra disk packs today, only with this coupon!

_____ \$15.95 for 20 5 1/4" disks (double-sided, double density)

_____ \$17.95 for 10 3 1/2" disks (double-sided)

To order your disk packs, indicate the number of packs you want in the blanks above. Then send a check or credit card authorization for the appropriate amount, to Sierra. No C.O.D. orders accepted. California residents add 6% sales tax.

Send to Sierra Sales, P.O. Box 485, Coarsegold, CA 93614.

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Address _____

City, State, Zip _____

Day phone _____

☐ check enclosed ☐ Visa ☐ MasterCard ☐ American Express

Card number _____ Expiration date _____

Authorizing signature _____

Offer valid through March 15, 1988.



Smart Money *Continued from page 8*

In English, this is telling you that your checking account has \$1,000 in it even though the bank statement may think you have \$1,100. The reason is that you have \$100 in deposits and \$200 in checks that haven't cleared the bank yet (as of this statement).

Now what do you do when you look at the actual bank statement and it says you have \$1099.80? You need to lower your account balance by 20 cents. You may reexamine your statement and discover a bank charge you forgot to enter (this is common). But if you can't figure where the discrepancy arose, don't run yourself ragged looking for 20 cents. Just go into Edit Accounts, where your checking account balance will show \$1,000. To lower this by 20 cents, enter \$999.80. Then go rerun the reconciliation summary. It'll be in balance this time.

- Use 80 column mode if your monitor will support it, especially on IBM computers. If you have an IBM you may not see the ICON menus (you'll have test menus instead) but the roomier screen display will justify the change. Smart Money is shipped configured for 40 column screens because it is easier to read 40 columns on an 80 column screen than vice versa. Correct this immediately after installation.
- Set up summary accounts for your expenses. Use them in generating reports. For instance, one of my favorites is to run an Actuals versus Budgets report for the summary account "Expenses." Summary accounts you should consider include insurance and utilities.
- Get into a system. Don't let time pass without entering transactions. I suggest once a week; others suggest twice a week. Never go a whole month or you'll be sorry. If you can work it out, only print checks once or at most twice a month. It is not worth the effort to load checks into the printer and then only print three checks. Somehow arrange one or two days in the month when almost all bills are due. The 5th works for me. Don't put off reconciliations; do them at the same time you pay bills — once a month.
- Buy a hard disk. Sierra doesn't sell hard disks, nor do we get kickbacks. We just know a good thing when we see it. If you shop around, you can find a hard disk for your IBM or Apple for as little as \$400 to \$600 dollars. Always keep your hard disk backed up on floppies though, since hard disks do crash from time to time. This can really wreck your day.
- I like to run the Actual vs Budgets report for future months in order to start guessing at my future cash requirements. All the Actual numbers will be zero but the Budget and Last Year figures will be there.
- If things go wrong, just reload the file data. I follow the convention of naming my file 1987-01 then saving it as 1987-02 then the next time I save my file I'm on 1987-03. As I write this I am on 1987-48. I use a hard disk so I have plenty of space. On floppy, just use plenty of disks for back-up. Fortunately, I've never had to resort to loading an old Smart Money file, but with personal finance products other than Smart Money I've frequently had to back up and re-input a month's data. Smart Money is the best product you can buy at any price. We've tried to make sure things always go right, but sometimes things go wrong. Always keep lots of back-ups just in case, rekeying a month of transactions is not fun.

- I've set up lots of things as automatic transactions which are not financially oriented. For instance, birthdays can be set up as annual automatic transactions. That way a week before the birthday date you'll be warned and can look like a hero. To do this easiest, set up an asset account called birthdays. Make an automatic transaction for zero dollars where the base account is the birthday account and the expense account is miscellaneous expense. Make the frequency annual and you're home free. Try it -- you'll like it.
- Don't forget to send in your product registration card. We are constantly enhancing our products. Our policy is that if the upgrade offers substantial new functionality it will be offered to registered owners for some token charge (historically this has averaged from 10 to 35 dollars). If the upgrade mostly fixes bugs (yes, Virginia, there are bugs -- believe it or not every disk in your collection has dozens of bugs, they are just so subtle they haven't surfaced yet) and you are a registered owner we charge just a minimal postage and handling fee (if the bugs are serious enough to jeopardize normal documented operation of the program, we'll provide you with upgrades free). Always, always, always register. The worst that can happen is that you'll get lots of junk mail from us. It really doesn't take all that long to throw away, although obviously I'd prefer you at least read it first.


Tell your friends about Smart Money. The more people who use Smart Money the more we can afford to enhance it. Just being the best doesn't necessarily mean you should stop adding features. Even if your friends already own a competing product, that doesn't mean

you can't improve their life. Without naming names I'll give you a few questions to ask them about their product. Ask them to produce a list of where they spent their money summarized by Payee. Virtually all other programs will immediately ask "O.K. for which checking account?" This is stupid. If you already knew how you paid you wouldn't want the report. Ask them how long it takes to enter 50 checks. If they respond with anything over three minutes invite them over some time to watch you enter automatic transactions. Smart Money will hopefully improve every year that you use it. To do this requires money, the more of us using the product the more that can be spent. We all win.

For Will

Ken Williams
President, Sierra On-Line, Inc.

~~NOW TAKING CALLS!~~



SIERRA'S NEW BULLETIN BOARD SYSTEM

GIVE US A CALL
(209) 683-448



Cover Yourself!

Now Sierra is offering two colorful new shirts! There's a 3/4 length sleeve "Leisure Suit Larry in the Land of the Lounge Lizards" jersey*, and for the first time ever, the official "Sierra's Helicopter Flight School" T-Shirt! These items are going fast, so order today!

Back reads:
"What Do You Want?
Good Graphics or
Good Taste?"

100% Cotton
Heavyweight

ONLY \$7.95 EACH

ITEM	QTY	SIZE	AMOUNT
SUBTOTAL			
SHIPPING/HANDLING			\$3.00
CALIFORNIA RESIDENTS ADD 4% TAX			
TOTAL			

Name _____
Address _____
City/State/Zip code _____
Phone (____) _____

Send to: SIERRA ON-LINE, INC.
ATTN: FULFILLMENT DEPT.
P.O. BOX 485
COARSEGOLD, CA 93614

Specify S, M, L, XL. Please do not send cash. Check or money orders only will be accepted. Allow 4 to 6 weeks for delivery. Make checks payable to: Sierra On-Line, Inc. *Shower colors as available.

Blank Space *Continued from page 9*

In addition to taking up loads of space in the machine's memory, graphics require much more space on disk than does text. Thus, either the scope of the game is limited, or the user must constantly be swapping four or so floppies in and out of the drive (Sierra On-Line's *Time Zone* carries this to the extreme, being composed of 12 (that's a full dozen!) disk sides). Of course, after taking the time to load each picture from the drive, there's the delay while the program draws it on the screen, a process which can be painfully slow, depending upon the algorithm employed by the programmer.

Graphics fans, however, point to King's Quest I and II, as well as *The Black Cauldron* (all by Sierra On-Line) as primary examples of how fabulous an adventure game which uses double hi-res graphics can be. In each of these, the player controls a man on the screen with the arrow keys and moves him around. The man strolls to and fro, and to the user's delight, appears to walk behind objects in the foreground, emerging on the other side. He can walk around in front of the object as well, thus creating a marvelous three-dimensional effect which is joyous to behold. Still, this wondrous feature means there is less memory space for a decent parser, and double hi-res pictures obviously require double the storage space on disk!

The staunch supporters of all-prose adventures seem to have a valid claim: no matter what the resolution on the computer's screen, the images painted on the limitless canvas of the imagination will always be powerful enough to make anything on a monitor look like crude graffiti by comparison. However, whether a visual representation of the scene draws one into the story, or if intricately detailed prose and realistic interaction with the program creates the feeling of "being there," the choice remains each individual's to make. Decide which is most rewarding for you, and grab your brass lantern — it's time to go adventuring!

Written by Ted McManus, a high school senior from Baldwinville, New York. Reprinted with permission of The Apple Tree, published by the Syracuse Apple User's Group.

The Blue Knights

Though often romanticized and misrepresented on entertainment screens large and small, police officers stand proudly in the ranks of "everyday" heroes. Despite the frivolities of prime-time TV, law enforcement is much more than high-speed car chases and William Shatner's latest hairstyle. It's a grueling career of unending responsibility and unexpected jeopardy.

Now Sierra On-Line salutes those blue knights with the release of *Police Quest*, the latest and most unusual entry in its series of graphic adventure games. This game for the Apple II/CS is an adult look at a police officer's world of crime and punishment, of traffic tickets and narcotics traffic.

The game's designer is Jim Walls, a California State Highway Patrolman for 15 years before he was disabled as the result of a shoot-out. "Everything in the game is based on my experience," Walls tells *GamePort*. *Police Quest* "puts you in the driver's seat as

Editorial *Continued from page 2*

Please note that the majority of SPA's investigative activities will be in businesses, and therefore outside Sierra's market area. However, even though business piracy doesn't affect us very much, we still feel obligated to support our fellow software publishers in their efforts to stamp out piracy. We feel a sympathy, since piracy of home computer software hurts us and our customers as deeply as business software piracy hurts Lotus and Word Perfect.

We want to be in business for a long time, producing the software you have told us you love. However, the development of quality software is very expensive.

Just think: it takes one game designer, one systems programmer, one logic programmer, and one graphics programmer, nine months to design and program one machine version of one game. That's three person-years of highly skilled personnel's time. Then we have the six testers for three months, plus the time and materials to design and produce packaging materials, plus the cost of producing and packaging the software itself.

To top it off, there's the overhead costs of hardware, support staff (customer service, accounting, sales, etc.), office and warehouse space, research and new technology development (as you may guess, Sierra's R & D costs are quite high), and much more!

But you didn't know it cost so much to produce good quality software. Well it does. And if we don't sell enough units of our products (because people are playing our games without buying them), we will be out of business.

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far as experiencing what it is like to be a police officer."

The adventure casts the player as a police officer in a middle-American town. "The town has no big problems with crime," explains Walls. "Suddenly, it is invaded by a big narcotics pusher. You start off as a police officer in a car and then become an undercover narcotics agent. Your responsibility is to get clues to lead you to the man you need to arrest."

Unlike the fantasy settings of Sierra adventures such as *King's Quest* and *Space Quest*, *Police Quest* ventures into a brutally realistic world of bars and jail cells. The game isn't all Dirty Harry action, though. Game play also deals with the routine of police life. The game's officers find themselves handing out speeding tickets, attending briefings, and discovering their best efforts tangled in the red tape of justice.

"Crooks don't have to play by the rules, but cops do," notes John Williams of Sierra On-Line. "There's a frustration to that. The police don't get to shoot first and ask questions later."

A booklet that comes with the program describes police procedures for arrests and other situations. Players must follow those procedures in the game, just as officers must follow them in the field. A careless officer might make an arrest that won't hold up in court or, worse, might let a dangerous suspect get the upper hand. Players also have access to a realistic crime computer that provides them with information on suspects.

The game also offers a dose of humor. The camaraderie of fellow officers in locker rooms and coffee shops adds a light touch. Even so, don't take the mean streets and infested alleys of *Police Quest* lightly. Its unflinching situations and real-life dramas are aimed at mature game players.

"I hope the game will give players an insight into what it is to be a police officer," Walls says. "the things we come across, how we handle them. And it should give an idea of what we feel and go through."

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Babbage's

Mail Bag *Continued from page 15*

I purchased the program on October 5th and didn't boot it up until the 7th. It was like a drug. I couldn't leave it alone. I sent for the hint book the same day I sent in my registration card (about the 7th or 8th of October). I finished the game on the 20th of October and my hint book arrived the next day. (No, I won't be returning the book. I had to see the rest of those jokes the man in the bar was telling!) Two hours, eight minutes and fifty seconds according to the "game's" record. Is that good?

I certainly hope that I'm getting better and that the games are not getting easier. I struggled with KQ II and I was no "ball of fire" with the little I got done on KQ III. If you people at Sierra will just "let up" for awhile, I'd really like to get back to KQ III and try out my new found skills.

Yes, I'm aware of Police Quest. Frankly, I don't believe I'll be purchasing that one. I may be a "dirty old man" who enjoys a little "bedroom" humor such as found in Leisure Suit Larry, but "cops," drugs and crime turn me off. Just hold off a bit on Space Quest II and Leisure Suit Larry II. You've made me a Sierra "junkie!" Now give me time to come down off the "high."

I could go on raving about these games for many more pages, but this letter is probably already in the wastebasket. Your games are the greatest and I'll continue to purchase them as long as my social security check will permit. (Or, junkie that I am, beyond!) It must be the unique ability to move the principal character about and to direct his actions in relation to other moving characters, beasts and

evil creatures that may (or may not), appear around every turn and in any scene that makes Sierra interactive games so appealing. I believe your *animated* games will eventually revive my interest in the more static games which are now gathering dust on a shelf.

Keep up the good work, and don't let the desire to get new games to market affect the high quality thought and planning that has gone into your products to date.

Sincerely,
Louis Kuhl
Louisville, Kentucky

To the creators of the one and only Sierra animated adventure games,

My name is Fredrik Larsson and live outside of Stockholm, Sweden. I am a lucky owner of two of your games - King's Quest II and The Black Cauldron. I have solved them both, and also the other games (King's Quest, King's Quest III, Space Quest).

I am writing this letter to thank you for having the fantasy, intelligence, capability, and inspiration to make these extraordinary games. The hours I've enjoyed playing these games are endless. I am fascinated at your ability to make each game most unlike the other and still keep the intense feeling of mysteriousness and making one stay prepared for the unexpected, and still relate to their predecessors. None of the games is better than the other, even though I might be a little more of a fan for the first one, King's Quest, since it was, after all, a very revolutionary game at its time. I think it's great that your games are still

the only ones of their kind. I haven't seen any games like them. Yes, I've seen animated adventure, but not *moving* animated adventure. I am very impressed. Since I own an IBM Enhanced Color Display I highly enjoyed the graphics on King's Quest III and Space Quest. Keep up that good work.

Now I have a couple of questions. Will there be a King's Quest IV, Space Quest II, Police Quest, and another quest taken from a Disney film and when? I would really hope so. Your adventure games are the only games that are really worth the time and disk space as they require. They push one's fantasy to the maximum and for me, it also helps me learn the language a little better.

I hope you still have the inspiration to make these games and I thank you very much for the games you have provided us adventure solvers with so far.

Your fascinated admirer,
Fredrik Larsson
Kungsängen, Sweden

Dear Fredrik

Sierra is now shipping Police Quest and Space Quest II. We also have a new children's 3-D animated adventure game, entitled "Mixed-up Mother Goose." King's Quest IV will be released late next summer.

We have no plans presently to make another game based on a Disney film.



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